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Is Pinball Really Dead?

Find out on page 166

OVER 100 GAMES INSIDE

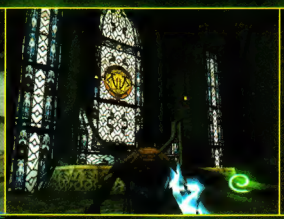
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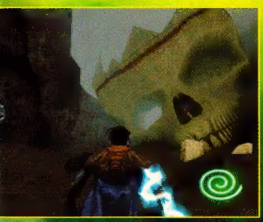
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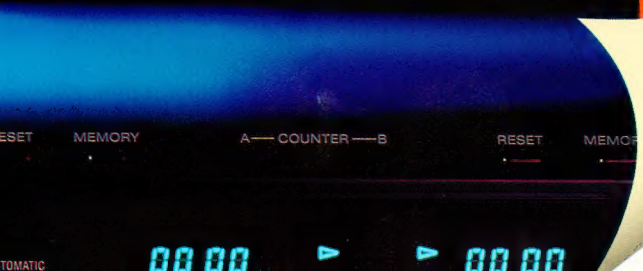


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EDITORIAL

By John Davison • john_davison@zd.com



Arcades: Don't Let Them Die

So...were the holidays good to you this year? How many of you took the plunge and got a Dreamcast? We're eager to find out what you think...but to help you feel even better about your new machine we're pleased to be able to bring you a huge feature on what is **sure to be the first mega-hit of 2000 for games as Crazy Taxi—or even Soul Calibur or Tekken.** We discuss this topic at some length in this month's Final Word on page 196, but it's something that we're keen to get everyone talking, thinking about and acting upon. **Let us know your thoughts** by e-mailing us at EGM@zd.com, mark your messages 'Arcade'.

"without them (arcades) we would never be treated to such glorious games as Crazy Taxi—or even Soul Calibur."

the system...Sega's incredible Crazy Taxi. Due out on Feb. 1, this could be one of the finest arcade-to-home conversions we've ever seen.

Oddly, Crazy Taxi is at the heart of something of a theme for this month's issue. Arcades have long been in decline, but with each passing month it seems that another significant portion dies a terrible death. **Last month we reported on the death of Pinball—and this issue we bring you a more in-depth look at this disappointing development.** If such a long-standing bastion of gaming can be allowed to die...what does that mean for the rest of the arcade business? There can be no doubt that they have been the very lifeblood of our industry for years—and without them we would never be treated to such glorious

Elsewhere this month we have all sorts of goodies for you. We have the latest shots of Perfect Dark for you to oogle at (only a couple of months to go now!), plus coverage on another superb Dreamcast game—Resident Evil Code: Veronica. This is undoubtedly the best-looking new game in the series, and we feel it's the 'true' sequel to RE2.

Elsewhere you'll find lots of post-Christmas buying advice, the core of which is our 'Best Of Power Tools' peripherals feature. Regardless of what system you have, or what you invested in over the holiday period, we have **the definitive list of peripherals that you should consider investing in.** There's lots of junk out there...so take heed.

John Davison

Contributing Writers



Michael Price

Mike is our new resident 'real life' violence expert. A black belt in more martial arts than we knew actually existed—not to mention being the AIC light-heavyweight kickboxing champion and star of an upcoming chop-socky flick—Mike landed his contributor gig after impressing us with his vast gaming knowledge and threatening to jam our noses into our brains.

James Mielke

No longer a resident of the Big Apple, our intrepid hero James recently relocated to the West Coast to take up a position at our sister publication, *www.videogames.com*. Watch for his name there on everything from previews to news and (as ever) on the letters pages too. Write to him at *letters@videogames.com*. Tell him we sent you.





Andrew "Wildman" Pfister

Notice the James Bond-like glint in the eyes, the wry smile and those pouting lips. Young Andrew knows his stuff...and he's a looker too. Come on ladies, if you're interested in the youngest member of our team, make sure you catch him quick. E-mail us at *EGM@zd.com* and we'll guarantee that your proclamations of love and lust make it Andrew's way.

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Group Publisher
Dale Strang
Editorial Director
J. E. Funk • joe_funk@zd.com

Editor In Chief
John Davison • john_davison@zd.com
Managing Editor
Dean Hager • dean_hager@zd.com
Features Editor
Crispin Boyer • crispin_boyer@zd.com
Previews Editor
Dan Hsu • dan_hsu@zd.com
Consumer Hardware Editor
Shawn Smith • shawn_smith@zd.com
Reviews Editor
Che Chou • che_chou@zd.com
Ninja from the 6gth Dimension
Sushi-X • sushi_x@zd.com
Contributions to this month's EGM were made by:
James "Milkman" Mielke • Michael Sexton
Andrew Pfister • Bob Stefko
Michael Price • Elephant Sak
James Silvani • John Ricciardi
plus: Blondage, Office Space, Quake III
News Editor, Thank God For
Chris "CJ" Johnston • chris_johnston@zd.com
Tricks Editor
Terry Minnich • tricks@zd.com
West Coast Editor
Wataru Maruyama • wat_maruyama@zd.com

Junior Astronaut
Michael Stassus • mstassus@zd.com
Senior Art Director
Cyril Wochok • cyril_wochok@zd.com
Art Director
Andrew Burwell • andrew_burwell@zd.com
Associate Art Director
Jim Cordano • jim_cordano@zd.com

TOKYO BUREAU
Mixx Entertainment
Stuart Levy, CEO & Bureau Chief
Matthew Gallagher, Producer
Kiyomi Fukuyama, Editorial Manager
Yutaka Ohbuchi, Japanese Correspondent

Managing Copy Editor
Jennifer Whitesides
Copy Editor
Dan Peluso

Production Director
Carlos Lugo
Senior Prepress Manager
Peter Discoe
Prepress Manager
Dave McCracken
Electronic Prepress Technician
Chris Melody
Project Leader
Mark LeFebvre • mark_lefebvre@zd.com
Analyst
Scott Parus

Vice President/ZD Game Group
Dale Strang
Business Director
Cathy Bendoff
Circulation Director
Joan McInerney
Circulation Director
Shirley Viel
Senior Newsstand Sales Manager
Don Galen
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Advertising Inquiries Contact:
ZD Game Group
50 Beale Street, 12th floor, San Francisco, CA 94105
Telephone: 415-547-8783 Fax: 415-547-8777
Group Associate Publisher
Suzie Reider
Tel: 415-357-4915 e-mail: suzie@zd.com
National Sales Manager, Northwest
Anthony George
Tel: 415-547-8774 e-mail: anthony_george@zd.com
Account Executive, Northwest
Mary Gray
Tel: 415-547-8782 e-mail: mary_gray@zd.com
District Sales Manager, Southwest
Karen Landon
Tel: 760-942-6277 e-mail: karen_landon@zd.com
Account Executive, Southwest, Midwest & East Coast
Linda Philapil
Tel: 415-547-8781 e-mail: linda_philapil@zd.com
District Sales Manager, Midwest & East Coast
Marc Callison
Tel: 630-382-9034 Fax: 630-382-9010
e-mail: marc_callison@zd.com
Senior Marketing Manager and Creative Director
Rey Ledda
Tel: 415-547-8775 e-mail: rey_ledda@zd.com
Associate Marketing Director
Sat Sharma
Tel: 415-357-4935 e-mail: sat_sharma@zd.com
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Tel: 415-357-4930 e-mail: tipler_ubbelohde@zd.com
Senior Ad Production Manager
Dennis Fitzgerald
Tel: 415-357-4908 Fax: 415-547-8868
e-mail: dennis_fitzgerald@zd.com
Advertising Production Coordinator
Teresa Newson
Tel: 415-357-5428 email: teresa_newson@zd.com

Founder
Steve Harris

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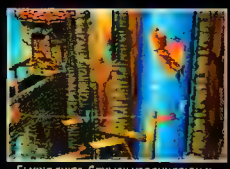


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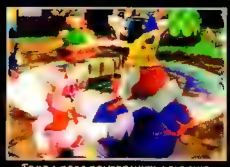




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CONTENTS

February 2000 Issue 127

Game Directory

74 4 Wheel Thunder
80 AeroDancing F
96 All-Star Baseball 2001
173 Armada
177 Armorines
80 Bakuretsu Muteki Bangaio
130 Bionic Commando: Elite Forces
176 Brunswick Pro Circuit
132,185 Cardfighters' Clash: SNK vs. Capcom
177 Castlevania: Legacy of Darkness
180 Chocobo's Dungeon 2
68 Chu Chu Rocket
116 Colin McRae Rally
110 Colony Wars: Red Sun
130 Crystalis
178 Donkey Kong 64
76 Draconus: Cult of the Wyrm
108 Dragon Valor
100 Drum Mania
76 Elemental Gimmick Gear
78 ESPN NBA Tonight
100 Evergrace
174 F-1 World Grand Prix
96 Fighter Destiny 2
181 Fighting Force 2
119 Fun! Fun! Plaga
184 Game & Watch Gallery 3
72 Giga Wing
78 Grand Theft Auto 2
182 Gran Turismo 2
134 Gunbullet Fever
173 Incoming
168 International Superstar Soccer
121 Jet de Go!
117 JoJo's Bizarre Adventure
134 Jumping Groove
118 Kamurai
134 Keyboard Mania
96 Legend of Zelda Gaiden, The
121 Love & Destroy
92,177 Mario Party 2
116 Marvel vs. Capcom
132,185 Match of the Millennium: SNK vs. Capcom
118 MediKill 2
130 Metal Gear: Ghost Babel
178 Namco Museum 64
178 NBA Courtside 2
176 NBA Showtime
181 NCAA March Madness 2000
117 Need for Speed: No Limits
174 NFL Quarterback Club 2000
72 NHL 2K
119 Parasite Eve II
94 Perfect Dark
78 Plasma Sword
128 Pokémon Gold/Silver
96 Pokémon Stadium
128 Pokémon Trading Card Game
180 Roadsters
108 Romance of the Three Kingdoms VI
62-64 Resident Evil Code: Veronica
176 Re-Volt Racing
100 Ridge Racer V
178 Ridge Racer 64
80 Ring, The
112 Saga Frontier 2
176 Shadow Man
181 Silhouette Mirage
100 Sky Surfer
132,185 Sonic the Hedgehog: Pocket Adventure
174 Soul Fighter
175 South Park: Chef's Luv Shack
183 Supercross 2000
184 Star Wars: Episode 1 Racer
65 Street Fighter III: Double Impact
114 Street Fighter EX 2 Plus
116 Street Skater
78 Swirl
114 Syphon Filter 2
116 Team Buddies
74 Tech Romancer
69 Tekken Tag Tournament
175 Test Drive 6
184 Thrasher: Skate & Destroy
183 Tombal 2
138 Tomb Raider
182 Tomb Raider: The Last Revelation
180 Top Gear Rally 2
80 Undercover
175 Vigilante 8: Second Offense
134 Virtua NBA
76 Virtua Striker 2
184 Warpath: Jurassic Park
186 WWF SmackDown
176 Zombie Revenge

Features



Crazy Taxi Read every detail about the next big game you're gonna buy for your Dreamcast. From the mini-games to the man behind this phenomenal arcade experience, it's all inside. **pg 140**



Gear Up! No matter which new system you got over the holidays, we'll show you the absolute best gadgets to deck out your new gear in this ultimate Power Tools wrap-up. **pg 154**

GT2 The best racing game ever made. **pg 182**

Mario Party 2 More multiplayer fun. **pg 92**



Is Pinball Really Dead? When Williams closed down its pinball operations in November, it signaled the end of an era. But did it also mean the end of pinball? *EGM* investigates. **pg 166**

Departments

Editorial 8

Letters 18

News 30
New book investigates controversial "murder simulators."

Gossip 40
The latest rumors on Dino Crisis 2, Virtua Fighter 4, Resident Evil Zero and Medal of Honor 2.

Previews 57
DC: RE Code: Veronica. **N64:** Perfect Dark, The Legend of Zelda Gaiden. **PS2:** Tekken Tag Tournament, Ridge Racer V. **PS:** SaGa Frontier 2, Syphon Filter 2. **GBC:** Pokémon Gold/Silver, Pokémon Trading Card Game. And **Neo•Geo Pocket Color** and **Arcade** previews.

Review Crew 172
Check out our scores of Zombie Revenge on DC, Tomb Raider 4 on PS, DK64 and NGPC games.

Review Archive 186

Tricks 188

The Final Word 196
Remember the days when you could spend a quarter on an arcade game and actually play through it? They're gone.

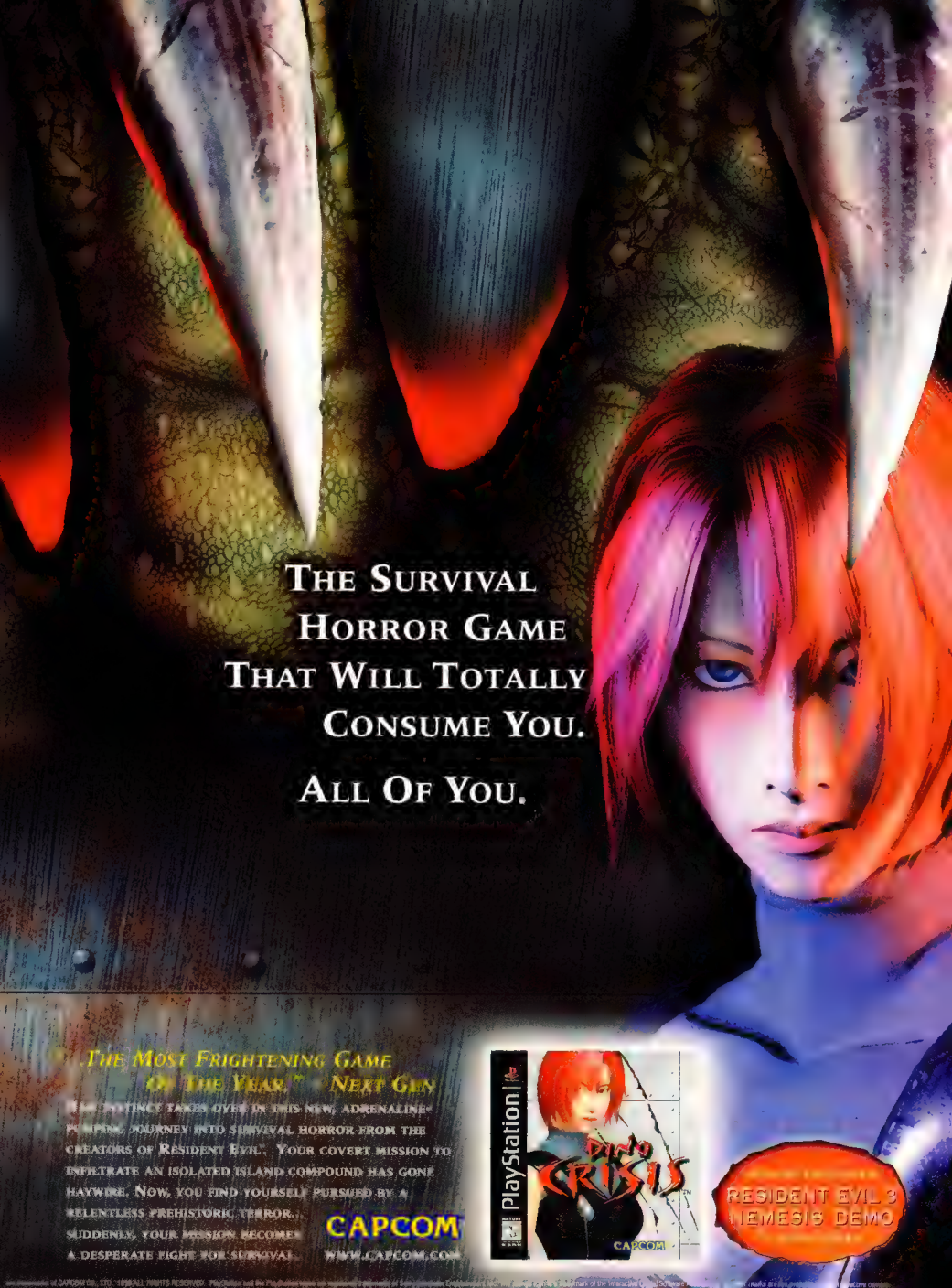
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- Nintendo 64
- PlayStation2
- PlayStation
- Game Boy Color
- Neo•Geo Pocket Color
- Arcade

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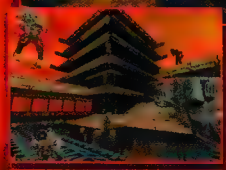






25 WEAPONS OF MASS DESTRUCTION





You are dropped in the swamp and end up in the sewer of Mishima's prison fortress. You will make one friend, Superfly, and a horde of enemies. You might even find the mighty Daikatana.



JAPAN 2455 C.E.



Time travel is proving to be hell. Lemnos Isle, The Catacombs of Athens, The Acropolis, The Parthenon – all infested with hideous reminders of Greece's mythical past. Lay history to rest.



GREECE 1200 B.C.E.

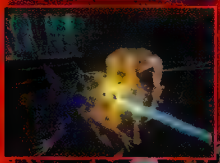
"Daikatana will depart from the typical lone-hero-versus-the-world paradigm of the current slew of 3D first-person games."
-COMPUTER GAMING WORLD

"Classic Romero – deliberately hyper, handsomely rendered, and perpetually hurtling forward"
-avault

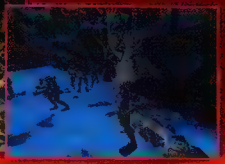


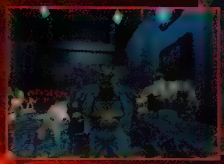
NORWAY 560 C.E.

It's cold. It's snowing. And, as if that was not enough, it's also the height of the European plague. You do not want to be here. Then again, no one wants you to be here.









OVER 50 BLOOD THIRSTY ENEMIES

SAN FRANCISCO 2030 C.E.

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Letters to the Editors

LETTER FACTS

- Number of 'Desert Island Games' e-mails we get each week: 100
- Object of reader hatred: Poor ol' Che...he gets some nasty stuff.
- Wrestling game character people want most: Elephant Sak—the people's hero.

LETTER OF THE MONTH

Multiplayer Games Coming Too Soon?

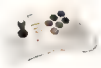
I must express my deep concern about the recent obsession with multiplayer games in your magazine. This obsession has become a lot more apparent, especially now that the next-gen systems are all going to eventually offer networking capabilities. To be honest, I'm not overly fond of the current multiplayer games that are available on the N64. The main reason being, that all of my friends live in dorms, or at least in town, and I live in the countryside. They have friends around them all the time. I see my friends about five times per year. See my problem? They play multiplayer games constantly, so they become great at them. I play games by myself, so I can't practice for multiplayer bouts. Therefore I SUCK at multiplayer! With this networking thing looming on the horizon, I'm only getting more wary. What if, eventually, all games are made into online things like EverQuest? Where does that leave guys like me who don't have cable (therefore no cable modem), don't want a satellite dish, and buy more than one of the new systems? I already have internet access. Why should I sign up for at least two more online services just to play games on the Dreamcast and PS2? Also, didn't Sega try the network thing with the Genesis? I seem to remember it being really bad, and not having much support from the company. If gamers want connectivity with a network, they should buy a PC. Console gaming should be kept pure, and, like it always has been, an alternative to watching the crap on television that passes as *entertaining*.

Nelson Schneider
Ceresco, NE

"What if, eventually, all games are made into online things like EverQuest? Where does that leave guys like me..?"

Congratulations. You win an InterAct controller. You will be receiving an Alloy Arcade Stick (DC) Barracuda (PS), or a SharkPad Pro 64² (N64).

See page 205 for official rules.



Network gaming is going to become more and more important—but it will develop alongside other technologies in the home. We're not going to suddenly get lots of multiplayer games and no single-player experiences. Even if things do move more in that direction, we'll see AI improving sufficiently that you'll be able to practice against Bots when you're not online. Just check out Quake III: Arena on the PC...the Bots on Nightmare level are nearly impossible to beat. If you can crack them, you can beat anyone (just ask our Art Ed. Andrew Burwell).

Connectivity is something that is inevitable...but it's going to take a while before it becomes established as the norm for both playing and distributing games. The Internet is becoming more and more important in people's lives...and as it does so, gaming will follow suit. Maybe you'll have to invest in cable or some form of broad bandwidth connection at some point. Maybe you'll choose to go with a wireless option. Who knows? One thing's for sure though... eventually you'll only need one account in order to access the Net. It's a bit of a mess at the moment, but hopefully in a couple of years the infrastructure will be sufficiently developed so you can log on to your account from a PC, a game box, a cell phone, a PDA or a handheld like the Game Boy Advance.

The next few years will be very exciting...and the possibilities for multiplayer gaming and for 'persistent environments' are boundless. Sit tight...it's going to get cheaper and more readily available. Soon you won't have to worry where your buddies are.

Hsu and Chan: Plagiarism?

I'm writing in to say that your new addition to the mag *The Adventures of Hsu and Chan* is not only pretty UNfunny, it's a BLATANT rip-off of Evan Dorkin's masterful *Milk & Cheese* comics. The writing and attitude of *Hsu and Chan* is an out-and-out swipe of Dorkin's style. I might think it was an OK strip if I had never read *Milk & Cheese* before as I'm sure most of your readers haven't, but in light of Dorkin's work, *Hsu and Chan* seems to be a pretty @!!* pathetic and plagiarized piece of pencilling.

I wouldn't mind at all if you dropped the strip...in fact, I'd appreciate it. I find it pretty insulting the way the guy is flaunting his lack of originality and creativity. You can also tell Mr. Scott that at least *one* person out there in your readership knows where he gets his "inspiration"...at the very least, he needs to give a nod to Evan. It's just the ethical thing to do.

Brad Gallaway
Comic Artist and Game Player

Who better to reply to such an onslaught than Norm himself? So we turned things over to him:

"Well, I must say I am thoroughly hurt. When you get mail like this, there's only one thing for a right-thinking cartoonist to do: You go upstairs and suck your thumb for a couple hours. Once I'd finished that, I drank for seven days straight, got married and divorced in the same night, bought a house in lower L.A., then had a shower and a shave and boy, do I feel better. While my personal opinion is that some little fellow has a tad too much spare time on his hands, I thought it best to take it to a person of authority on the subject. My mom. Then I tried Evan Dorkin." His reply:

Norm—Consider it a badge of honor, it's a hurdle anyone who sees print is going to have to deal with sooner or later. Unless, of course, a creator is so rotten that's all he or she receives (then they're either the worst thing going or an undiscovered genius



JOHN McCLANE STUNT DOUBLE #56
- ARM BROKEN NEAR SLOT MACHINES IN
SHARPSHOOTERS DUEL WITH A RUSSIAN TERRORIST.

DIE HARD TRILOGY 2™

VIVA LAS VEGAS



LETTERS

EGM@zd.com

Send us your thoughts, your wishes, your innermost weirdness...or your pictures, crazy screenshots or photos of bizarre game-related moments.

who won't receive any credit until after they die). I got a doozy of a rant re: Dork #7 about two weeks ago, and it was so personal and selfish and uncritical (as far as actual, honest criticism goes) that I took it as a positive sign that pissing off this particular reader was a very, very good thing. Unless you actually plagiarized my stuff, let it roll off your back. Of course, if I find out you've infringed on my God-given right to draw dairy products in ink and crack wise with said dairy products, my legion of lawyers will be on you like hobos into steaks. No one shall mess with my unintellectual property. Ha ha ha!

"And those are words to live by. Evan's Web site is www.houseoffun.com. It is maintained by his sweetie, Sarah Dyer, who knows more about computers than he does. He does a bundle of comics in addition to the aforementioned *Milk and Cheese*, among them *Kid Blastoff* and an anthology title called *Dork!* (featuring such wonders as the *Murder Family* and *The Eltingville Club*) and he and Sarah also write for *Space Ghost: Coast to Coast*, which you've surely seen before. Be sure to check out all of their work, if you ever have the opportunity (although note that both *Dork!* and *Milk and Cheese* are recommended for older, if not particularly mature, readers)."

- Jeremy 'Norm' Scott

Some Questions

1. I'm dying to play Shenmue. Since its U.S. release date is nearly a year away, will Sega release a demo on these shores anytime soon?

2. I recently visited an ION storm Web site that claimed Daikatana was coming out in December. If this is true, what's the word on the release date of the Dreamcast version?

enman@worldnet.att.net

1. No word on a Shenmue demo yet...but it seems very likely that we'll see one in the next few months.

2. No word yet. Daikatana has been a troubled game for the past year...so don't expect any accurate announcements concerning its release. 'This year' is probably as good an answer as you'll get.

Where's Conker?

Whatever happened to Conker 64? I checked at videogames.com and it was last updated 1/20/99. I've been waiting for that game, but there seems to be no progress.

mmff123@att.net

The last thing we heard was that Conker may not make it to the N64 at all. Rumor has it that he will be the star of Rare's first Dolphin project instead. We'll let you know soon.

"If I find out you've infringed on my God-given right to draw dairy products... my legion of lawyers will be on you like hobos into steaks."

SHORTS

The very bottom of the *EGM* letters barrel.

Can you send me or post a nude picture of that hot nurse chick that was in *EGM* #125 in the "Gaming R.R." feature? I would be eternally grateful.

are1984@aol.com

Yeah...sure.

Could you please send me some pics of Lara Weller wearing lingerie or swimwear? Also, if it's possible, can I get some pics of the nurse from issue #125?

segahavoc@worldnet.att.net

Didn't we do that already? Lara Weller was in her swimwear in issue #125.

I want Xenogears 2!!!

mikeds168@aol.com

So do we.

I'm gonna lick Lara Croft's thighs.

he_boy666death@yahoo.com

You should probably learn how to spell 'thighs' first. And licking your TV is probably not good.

HAAAHAAAAA HAAAA HAAA HAAA X-Box. So funny.

rjaquez@asbmail.olarrell.sandi.net

It'll be here soon.

Why do you guys make such a big deal about the DC, and not PS2? You guys suck. Che Chou, don't try to act all bad-ass thinkin' you know what 'ghetto' is about. So don't be talkin' like you know stuff.

shar_leonhart@yahoo.com

But Che is bad-ass.

DESERT ISLAND GAMES

Five Games You Couldn't Do Without

If you were stuck on a desert island and could only have five games with you, which would they be? E-mail us your lists at EGM@zd.com. Mark the subject line 'Desert Island Games.'

Zelda: Ocarina of Time
Grandia
Final Fantasy Tactics
FF VIII
Dino Crisis
otaku-san@webtv.net

GoldenEye
Metal Gear Solid
FFVII
Zelda: Ocarina of Time
Mario All-Stars
digital98@aol.com

Final Fantasy III
Zelda: A Link to the Past
Twisted Metal
Wonder Boy 3
Sonic the Hedgehog
surge101@hotmail.com

FIFA Soccer (3DO)
Super Mario All-Stars
Zelda: Ocarina of Time
Tetris
Tron (Arcade)
javis 73@aol.com

Grand Theft Auto
NFL Blitz 2000
DKC2
Herzog Zwei
DECAPITATO!!
your_daddy@dork.com

Gran Turismo
Rogue Squadron
Castlevania: SOTN
Tekken 3
Metal Gear Solid
ifeelbad99@aol.com

Question of the Moment

What Dreamcast game are you most excited about?

Ready 2 Rumble Wrestling game, that was mentioned last issue (just the name excites me), NHL 2K and Dead or Alive 2.

dice2255@aol.com

Shenmue. It's gotta be Shenmue.

lovemyn64@aol.com

No game because they all look crappy.

bartman766@aol.com

Code Veronica because RE K*CKS @$$!

grsoghoul@aol.com

Definitely Eternal Arcadia! It's gonna give Zelda a swift kick in the ass.

m_comet@hotmail.com

RE: Code Veronica

kjmontana@worlnet.att.net

Shenmue. It looks fantastic.

chiquita9999@yahoo.com

Definitely Crazy Taxi. I even had dreams about it already.

juanati@icsi.com

Sega GT.

chnchlla88@aol.com

Sega GT. The thought of Sega making a non arcade, realistic racer makes me want to clean my car!

horseness@worldnet.att.net

None of them because Dreamcast will fail, just like the Saturn did.

skateboardinboy7@aol.com

Virtual On. Big robots kicking each other's asses, what's better than that?

vrtemjinvo@aol.com

I am most excited about Phantasy Star Online. A 3D online world with multiple planets set in the future...yeah, I want some of that.

thezeiram@hotmail.com

Next Month's Question of the Moment:

Which sequel are you looking forward to most?

Send your short but sweet responses to: EGM@zd.com with the subject heading: Sequel



JOHN McCLANE STUNT DOUBLE #18
-HEADWOUND FROM HIGH SPEED WRECK WHILE
ATTEMPTING EXTREME DRIVING DOWN VEGAS STRIP.



JOHN McCLANE STUNT DOUBLE #134
-STEPPED ON PROXIMITY MINE NEAR
ROULETTE TABLE WHILE BATTLING TERRORISTS.

DIE HARD TRILOGY 2™

VIVA LAS VEGAS

LETTERS

You can write EGM at:

EGM Letters
P.O. Box 3338
Oak Brook, IL 60522-3338
e-mail: EGM@zd.com

Please note. We reserve the right to edit any correspondence for space purposes. If you don't want your name, city/state or e-mail address printed, tell us so (but please include your phone number and mailing address for Letter of the Month consideration).

3dfx Apologizes

Some console gamers have negatively responded to recent advertisements in *Electronic Gaming Monthly*. The ads, which highlight the youth of console gamers, began running in October and were intended to attract the reader's attention—something that is becoming increasingly difficult with fast-paced, game-centric, marketing-savvy readers. For that purpose, the ads were highly successful and most people liked the humor. Unfortunately, a few console gamers took the ads personally which was not an intended outcome from the campaign. These ads were intended as a humorous attempt to educate consumers as they begin to migrate from console gaming to PC gaming, an evolution that multiple sources of industry research show as a leading trend. Gaming is a strong passion for us at 3dfx, as it clearly is for anyone reading this magazine, and we would never intentionally create a campaign that would question anyone's desire for high-quality gaming. In fact, just the opposite, which is why we feel that the ads were important. Anyone who has a passion to play or even design games can, on the PC. This passion has led important companies such as id Software to create Wolfenstein 3D, the first true 3D game, which was initially released as a shareware demonstration. The success of Wolfenstein on the PC made possible great games like Doom, and the Quake series, which were eventually ported to console systems. The same can be said for 3dfx on the hardware side, as we created the first compelling 3D graphics boards for the consumer market. Without the promise of uninhibited innovation on the PC, many of the greatest games and gaming hardware wouldn't exist today.

What we want gamers to know is that the PC offers gamers freedom to create as well as freedom to play the greatest games. Our 3D technology can be upgraded and enhanced every six to nine months, and is capable of interacting with online games. And, although consoles are innovative when they are introduced, they can never match the rate of improvement made on PCs. For us, that is the ultimate gaming experience.

We would like to take this opportunity to apologize to any console gamers who were offended or hurt by our ads. For those gamers that found 3dfx's ads to be funny and educational, we applaud your sense of humor.

Sincerely,
Michael Howse
Senior Vice President of Worldwide Marketing, 3dfx Interactive, Inc.

SHORTS

I just watched the new *Bond* movie and really enjoyed it. Through the whole movie I was thinking, "That would be a cool assignment in a new N64 game," "Wow, a new N64 game based on this would be cool," "I heard that they were making an N64 one similar to GoldenEye, is this true?"

smacarz@myphone.net

There'll probably be a game. But Rare isn't doing it. The January issue was the best one I've seen for one reason and one reason alone: THE CHICKS

thecontact@softnome.com

Not the witty and intelligent content?

Che's Little N64 Problem

Che...could you please explain how in the world you could have given the Nintendo 64 a higher score than PlayStation in the 2000 Buyers Guide? I assume that score was created before the delays of Perfect Dark and Starcraft 64 and the onslaught of recent PlayStation games.

gkdynasty@hotmail.com

The 9.5 score for the N64 in this year's buyer's guide was a typo. Simple as that. If you read my accompanying text which included sentiments like, "...(after three years) there's still only a handful of games I'd care to own," and "I'm waiting for Nintendo to 'get it right' with the Dolphin," you could have deduced that a score of 9.5 must've been an error. My original score for the N64 was a 7.0. *- Che*

OOPS!

• Last month we accidentally moved the section in Tricks where Re-Volt and Winback fell. As you all know, they are in fact N64 games. Not PlayStation games.

WINNER

Voeun M
Ontario, CAN

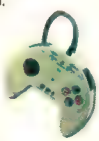


Congratulations, your prize is on the way—an ASCII Specialized Control Pad for the PlayStation. It features rapid-fire controls for all buttons and slow motion for those intense moments.

The ASCII Control Pad

Put your creative skills to the test by decking out a #10 envelope (the long business type) with your own unique touch. Send your letter art to:

EGM Letter Art
PO Box 3338
Oak Brook, IL
60522-3338



(All entries become the property of ZD Inc. and will not be returned!)

Close, but no controller

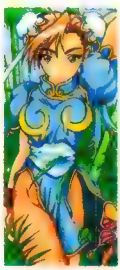
Bad luck to these guys...better luck next time. Feel free to e-mail us artwork as well. More of our messages are e-mails these days—so don't miss out!



Terry Song, Los Angeles, CA



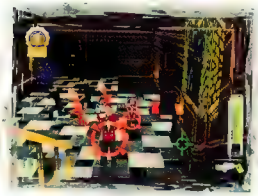
Samuel M. Lewis
Memphis, TN



Chao Sen Chen
Brooklyn, NY



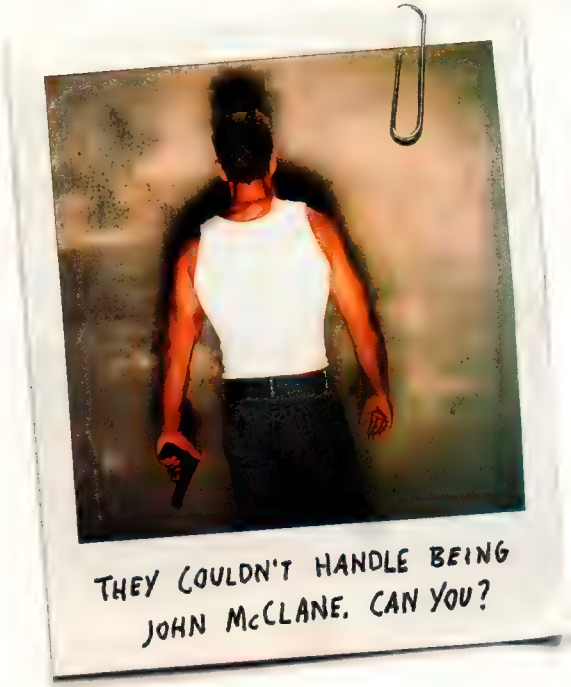
McCLANE IN 3RD PERSON ACTION MODE.



McCLANE IN SHARPSHOOTER MODE.



McCLANE IN EXTREME DRIVING MODE.



JOHN McCLANE IS BACK.
AND LAS VEGAS WILL NEVER BE THE SAME.

IN DIE HARD TRILOGY 2, YOU CAN PLAY YOUR FAVORITE GAME OR MIX ALL THREE GAME STYLES INTO ONE INTENSE ADVENTURE.

YOUR ENEMIES HAVE ADVANCED AI, SO IT'LL TAKE BOTH STRATEGY AND SKILL TO SAVE HOSTAGES WHILE TRYING TO SAVE YOUR OWN BUTT.

USE TWELVE DIFFERENT WEAPONS TO BATTLE ENEMY TERRORISTS, WHOSE FIVE DAMAGE QUADRANTS MAKE THEM TOUGH TO DROP.



GOOD LUCK. YOU'LL NEED IT.

MATURE M CONTENT RATED BY ESRB

FOX INTERACTIVE

PlayStation

For mature audiences only.

www.foxinteractive.com

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REAL F'N F







MATURE
M
CONTENT RATED BY ESRB

Animated Violence
Strong Language

NINTENDO 64

PlayStation

NO GAMERS UNDER 17
NO EXCEPTIONS

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CONTENT RATED BY ESRB

Animated Violence
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NINTENDO 64

PlayStation

NO GAMERS UNDER 17
NO EXCEPTIONS

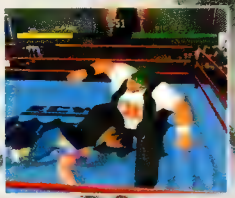
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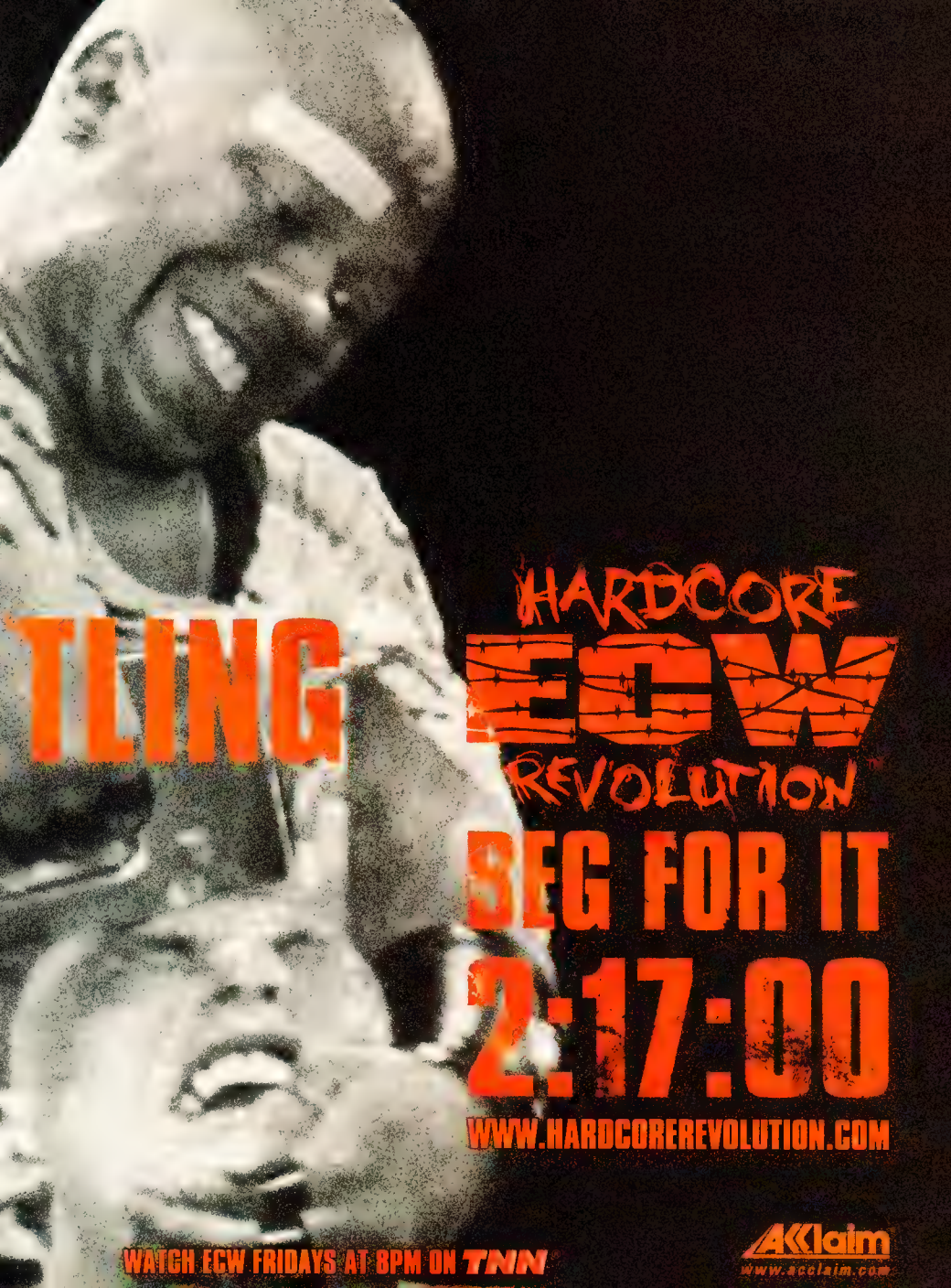
Animated Violence
Strong Language

NINTENDO 64

PlayStation

NO GAMERS UNDER 17
NO EXCEPTIONS

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By Chris Johnston chris_johnston@zd.com

We've all been playing Murder Simulators

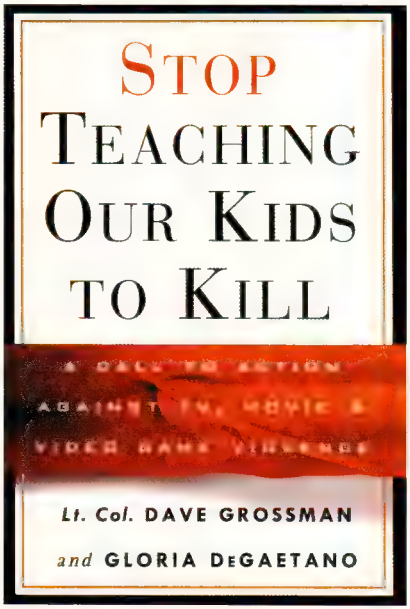
By Steven L. Kent
As first seen on MSNBC.com

Stop Teaching Our Children to Kill: A Call to Action Against TV, Movie & Video Game Violence (published by the Crown Publishing Group), a new book describing the dangers of video games by Lieutenant Colonel Dave Grossman, a former Army Ranger who taught classes at West Point, and co-authored by Gloria DeGaetano, is the intellectual equivalent of the computer game Doom. Grossman spends most of the book running around wildly shooting accusations at video games and the companies that make them, never stopping to examine the full ramifications of what he is saying and completely ignoring the facts when they get in his way.

Let me pause to say that I do not entirely disagree with Grossman. Unlike most members of the video game-covering press, I think Sens. Joseph Lieberman (D-Conn.) and Herb Kohl (D-Wis.) were entirely correct when they called for a rating system.

I also think it is foolish and irresponsible for parents to let young children play violent games or watch violent movies. Frankly, this is just common sense.

Equally positive is the work of Dr. David Walsh of the National Institute on Media and the Family, who has spent the last few years monitoring the way the interactive entertainment industry implements the game rating system. I even agree with Daphne White, who as the head of a parent advocacy group called the Lion and Lamb Project, has pointed out that it is ludicrous to use ratings to say that games and movies are for mature audiences, then make kids' action figures based on them.



OFF THE EXTREME END

Grossman, on the other hand, ratchets these efforts to their extreme. This is the guy, for instance, who held a tasteless press event in Littleton, Colo., (shortly after the Columbine High School shooting) in which he traded kids board games for video games.

Politicians generally save this kind of tackiness for when they run for office, but Grossman is not running for public office. He apparently makes his living by consulting education and law enforcement agencies. And, of course, he has just released a book.

Lt. Col. Grossman's book seems to revolve around a few basic themes:

- Exposure to violent entertainment desensitizes youth to acts of violence and leads to aggressive behavior.
- Violent video and computer games are an ultra-effective way of instructing murder.
- Youth crime is rising in America as is the amount of violence in video and computer games.

There is plenty of evidence to suggest that watching violent movies and playing violent games may lead to aggressive behavior.

One of the fundamental studies along these lines was conducted by Len Eron, a professor at the University of Michigan, who followed the media-watching habits of 875 subjects over a 22-year period.

Eron interviewed his subjects every 11 years from 1960 to 1982 and found "a significant relation between the violence of the programs that these kids watched at home and how aggressive they were in school." His results showed that aggressive behavior decreases when people watch less violent television shows and increases when they watched more. According to Eron, there is a causal relationship between television-watching and aggressive behavior. In fact, he says that his study showed that media-watching habits account for 10 percent of aggressive behavior.

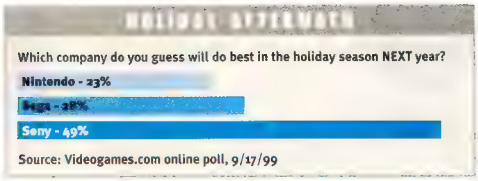
DEPARTURE FROM REALITY

Eron is not alone. There have been many studies that have drawn a link between watching violent movies and aggressive behavior. What there has not been, until recently, are studies looking into violent games and aggressive behavior.

This year a few studies have been published drawing a link between games and aggression. This research is fairly new, however.

Grossman's second point, that games are an effective way to teach people to kill, is where he begins to leave reality behind:

"If you don't believe us, you should know that one of the most effective and widely used simulators developed by the United States Army in recent years, MACS (Multipurpose Arcade Combat Simulator), is nothing more than a modified Super Nintendo game (in fact,



it closely resembles the popular game Duck Hunt, except with a plastic M16 firing at typical military targets on a TV screen)." (p. 74)

The poster boy for this assert on seems to be Michael Carneal, the 14-year-old Kentucky boy who walked into a Paducah school and opened fire on a prayer circle.

"If you are looking for a direct link between these types of games and increasing rates in violence among children, you need look no further than the events at a Paducah, Ky., school a few years ago. Fourteen-year-old Michael Carneal steals a gun from a neighbor's house, brings it to school, and fires eight shots into a student prayer meeting that is breaking up. Prior to stealing the gun, he had never shot a real handgun in his life. The FB says that the average experienced law enforcement officer, in the average shootout, at an average range of seven yards, hits with approximately one bullet in five. So how many hits did Michael Carneal make? He fired eight shots; he got eight hits, on eight different kids. Five of them were head shots and the other three were upper torso." (p. 5)

The obvious and overlooked fact here is that Michael Carneal was not in the "average shootout." He did not have to deal with the anxiety of these unarmed kids shooting back at him. They were not seven yards away, prepared for his attack and hiding behind cover; they were unaware of the danger as they emerged from a moment of prayer.

IGNORING FACTS

Grossman has played fast and loose with more than just logic, he's also unaware of or ignoring important facts.

According to a police report filed on Sept. 21, 1998, Carneal received firearms training with rifles at a local 4-H facility. Not only had he had rifle training, he'd actually had previous experience shooting the very weapon he used in his crime. Toby Nace, the son of the neighbor from whom Carneal stole the gun, told police that Carneal fired two full clips from that gun the weekend before the attack.

But most video games teach you to fire at each target only once, hitting as many targets as you can as fast as you can in order to rack up a high score. And many video games give bonus effects...for head shots. It's awful to note that of Michael Carneal's eight shots he had eight hits, all head and upper torso, three dead and one paralyzed. (p. 76)

To read Grossman's text, you might think that Carneal happened upon a group of eight students praying and shot them all. The sad facts are that he attacked a group of approximately 50 kids packed together tightly. Carneal told psychologists that he aimed "straight across [the] room at [the] wall on [the] other side of [the] crowd and not at individual people."

VIOLENCE RISING?

This leads us to Grossman's last and most errant contention, that youth violence and video game violence are on the rise:

"It's that simple. As the content of television becomes more violent, so do our children. Since 1982, television violence has increased by 780 percent and in that same time period teachers have reported a nearly 800 percent increase of aggressive acts on the playground." (p.26)

Interestingly, Grossman does not cite where this information comes from in his book, and I do not see how anybody could ever quantify either statistic.

Grossman's book includes two nifty little graphs—one showing the steep rise of violence among female youths and the other among males. Both show huge jumps, particularly between 1985 and 1995. In an act of honesty, they also show a drop between 1995 and today. He even addresses the positive drop:

"According to FBI reports, crime is down 7 percent. We are experiencing a slight downturn in murders and aggravated assaults, bringing us back to the crime rates of about 1990. But that is far from the full story. To gain a useful perspective on violent crime—among both youth and adults—the view must cover a long enough time period to clearly identify a trend." (p.11)

According to a recent report, issued too late for Grossman to reference it in his book, the number of violent crimes is still falling. I do not understand how he can nonchalantly dismiss a five-year drop because it is too short, then continue to speak as if crime is actually on the rise.

He later goes on to characterize violent movies and games as the heart of the problem:

"We have no problem letting our children go out and see—or stay home and watch—'slasher' films, a genre of movie that is aimed at the youth market. We have gone from the benign Pong video game in the 1970s to games in the 1990s that act more as murder simulators and permit youth to mimic the actual experience of killing." (p. 22)

Read this and you might think that every game on the market is a gory shooter. In fact, of the top 10 games of 1999, all 10 games were rated "E" by the Entertainment Software Rating Board, meaning they are suitable for players of all ages. The games on this list include five Pokémon games, one racing game, two adventure games, and one very cartoony fighting game.

In fact, only 7 percent of the games on the market today have an "M" rating, signifying that they are only suitable for mature players.

THE MILITARY CONNECTION

As a former teacher at West Point and a consultant to law-enforcement agencies across the country, Grossman should be in his element when he discusses the use of simulators by police and the military, but even here his facts seem questionable.

I interviewed the Lt. Colonel earlier this year and we discussed the simulators used by law enforcement agencies and the military. He said that FATS (Fire Arms Training Simulation) and MACS were used to desensitize soldiers and policemen so that they would more readily fire their guns in combat.

When I asked retired Col. Ron Krisak, who ran the training and training technology battle labs at Fort Dix from 1995-1997 about this, he said that these simulations had nothing to do with desensitizing recruits.

"The main idea behind simulations, video games and modeling simulations in the military services is to hone battlefield skills. It has nothing to do with desensitizing soldiers. It trains them on how to be more effective."

Grossman makes a fine point when he states that it does not make sense to expose young children to ultra-violent entertainment. It's sad that he doesn't stop there, because the rest of his arguments detract from his message.

www.msnbc.com

"We have gone from the benign Pong video game in the 1970s to games in the 1990s that act more as murder simulators..."



Bonus effects for head shots? House of the Dead 2 gets singled out for its gore.



TALK TO THE PIKACHU

Find yourself talking to your Pikachu in the Game Boy game? Pretty soon he'll be listening. Pikachu Genki Dechu (U.S. title TBA) is coming to the U.S. in 2000. Then you'll have your own on-screen Pika pal to cavort with.

THE MORE YOU KNOW

Intro to Marigul

Marigul Management was established in July 1996 as a joint venture between Recruit (60%) and Nintendo (40%). The name Marigul is a hybrid from **MARI**o and see**GUL** (Recruit's corporate mascot).

Marigul Management serves as an agent for the independent game developers. Once you sign a contract with Marigul, you don't have to worry about paying rent or electricity charge—just concentrate on developing the game. Marigul gathers the budget from investors for you. The only rule is that you must finish the game within five years.



Marigul's offices, located in Shibuya, look like a normal house from outside.

Recruit (Marigul's parent company) has many faces. Their main business is publishing an employment information magazine for college/university graduates (where the name 'Recruit' comes from). One of Recruit's subsidiaries is *Media Factory*, a magazine publisher. They also publish video games, the Pokémon card game and Pokémon music CDs in Japan.

RandNet DD is also a joint-ventured company between Nintendo and Recruit. RandNet is selling 64DD and they are also hosting the network service for 64DD.

Marigul's catalog of games includes:
Pikachu Genki Dechu (Umbrella, 12/98)
Custom Robo (Noise, 12/99)
Kyojin no Doshin (Param, 12/99)
Echo Delta (Clever Trick)
Derby Stallion GB/N64 (Parity Bit)
Dobutsu Bancho (Saru Burunei)

They also have several unofficial titles like Teo, Toy, Racing, DT. All titles are for N64, 64DD and GB.

Making Some Noise

A name you'll be hearing a lot more from this year is Marigul and its lineup of Japanese game developers. One of those developers is Noise, whose first title, Custom Robo, was just released in Japan. *EGM* Japanese correspondent Yutaka Ohbuchi sat down with Kohji Suzuki, president of Noise, and Hisakazu Hirabayashi, Advisor to Marigul to talk about the game and the industry in Japan. Here's what they had to say:

EGM: How did you guys come up with the idea of Custom Robo?
Kohji Suzuki: During the meeting for our first video game, one of the programmers had an idea where two players would shoot each other in a 3D environment. From the beginning it was set in a third-person viewpoint. If it was first-person, it would've been too much like Virtual On, and we thought that game isn't easy enough to get into, while a first-person game has a more hands-on feel. At the time we started development, the N64 was the only console that had analog contro. standard. With that stick, we can control the character easily if the camera is moving quickly.

EGM: How about the idea of the Robo itself?
KS: While battling in a third-person view was fun, it lacked the hands-on feel...some said that it looked small and tiny when compared to other multiplayer games. It looked like you were controlling an RC robot.



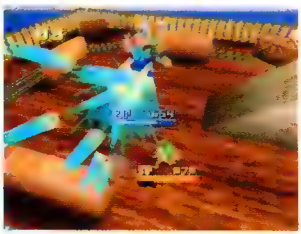
EGM: And it also has an element of dice.
KS: That idea came from the producer of the game—Tsunekazu Ishihara. He suggested it to give it more appeal, probably inspired by Pokémon, (Tsunekazu Ishihara is also a producer of the Pokémon series) and the tumbling of the dice added a random factor to the game.

EGM: You guys definitely took a lot of time to balance the 90 parts you can customize your Robo with.
Hisakazu Hirabayashi: Sarugakucho is a division within Marigul of about 40 people who test out the games. Existing debugging/assessment people, like Mario Club (an internal team at Nintendo which judges games, like NoA's Treehouse) look at mainly the finished product. We prefer to have people involved at a very early stage in development and let them play the game many times throughout the process so they can give us suggestions and ideas. They are very much a part of the development, working on the game with the programmers.
KS: When the game took some shape, we let them play down to the ground. We did most of the weapons' ideas but some of them came from test players at Sarugakucho.

EGM: Did any particular manga or anime you inspire you to develop this game?
KS: Definitely Puraresu Sanshiro (Puraresu = plastic wrestler), an animé series from the early '80s, although Custom Robo is a shooting game and Puraresu Sanshiro is a fighting game.

EGM: This is the first game from Noise. So what were you guys doing before Noise?
KS: We formed this company three years ago—

NOISE



In Custom Robo, you build your own Robo fighter, selecting from 10 different bodies and about 90 different parts. Then travel to Holotables to battle other Robo owners.



Hisakazu Hirabayashi (below) and Kohji Suzuki (above), president of Noise, with his very own Custom Robo.



September 1996. Before that, we were all at Namco except one guy. We mostly worked on arcade games there. We weren't all there as members of one team—we worked on different games. Tekken was one of the popular ones some of us worked on [over 100 people work on the Tekken team].

EGM: What's the origin of the name, Noise?
KS: What was that...I think because it sounds good. Later on we cooked up the reason that it's because we are noisy guys or something... But I'm not sure we really are...(laugh)

EGM: Did you feel pressure from Marigul?
KS: Definitely not. We felt that it's not like developing a small puzzle game or something. We realized we were in the middle of a very intense situation and we had to develop a really good game. At the same time, we felt that what we were doing was worthwhile. This was what we were waiting for, this is why we became an independent developer. When we were at Namco, the situation was that we could only develop fighting games....We thought we could do many different things in the console game space. Most people in our company had been working on arcade games for a long time and lost interest in them.
HH: No matter how talented they are, arcade game divisions have to develop a game which can be played for three minutes on a single coin (100 yen). But there are tons of possibilities in video games and that seems to irritate them. Perhaps that motivated them to develop the scenario mode in Custom Robo. I've seen the kids in America playing Doom and Quake. I think Custom Robo is a lot like Quake. It has the same elements. I really hope that American players think Custom Robo is a well-thought-out, Japanese-crafted version of Quake. You don't need to use 10 keys, no need to regulate the clock speed, all you have to do is just plug in and play. Everybody can play it and even an experienced Quake player can find depth in its gameplay. I'd be happy if someone gave the game that kind of review. At the same time, I've been wondering why Japanese people don't play Doom or Quake (as much as American players do).

EGM: Is their any concrete plan to release Marigul's games overseas?
HH: I've been working on Marigul's overseas plans for about a year. We've been working to establish a company in America who will act as an agent for all Marigul-related games. The company starts up on New Year's Day. It will handle things like who will publish our games in that market. If our games are accepted by the overseas market, we'll release them. I think Custom Robo will definitely be released in America, although I can't say who will publish or what the U.S. name will be.

EGM: Lastly, can you tell us about Marigul's future plans?
HH: I cannot speak for Marigul. This is my own personal thought. Take this to mean that I am not saying that Marigul = Nintendo = Dolphin for sure. The game is changing and developers have to think about the future. Five years from now, I don't think console machines will serve as just game machines like it's been in the past. It will probably be a "home server" like PlayStation2, or it could be the set-top box that Microsoft is working on. With all those consoles, developers are not going to choose between them, but there will be one JAVA-based console which will do lots of things, not just play games. Next year, the Game Boy will be connectable with cell phones, and you can download games with i-Mode. The time will come that you can't differentiate home appliances from game consoles. In short—communication, broadcasting, video games, interaction...all those things will be combined. When that happens, game developers won't survive if they operate in the old ways. Hopefully we, Marigul and developers will be successful in the future. If you think that the game will be the same, and still it's a war between Sega, Sony and Nintendo, which game to put which console.... You'll be dead in the future.

www.marigul.co.jp



PRESS START



EA Locks Up the Bond-age

Electronic Arts and MGM Interactive have signed a multi-year deal to bring multiple Bond-themed video games to the market. The first will be based on *The World Is Not Enough*, for release in 2000 on multiple systems. EA recently published Tomorrow Never Dies for PlayStation.

DEVELOPER PROFILE

Kronos

Location: Pasadena, CA
Web Site: www.kronosdigital.com
of employees: 32



Games team members worked on previously: Garfield Caught in the Act, Phantasmagoria, King's Quest, Bug!, Parasite Eve, Tom Cat Alley.
The most challenging aspect of developing a game is: The most challenging aspect of developing a game besides the usual technical problems is to create an engrossing story that's led by interesting characters that the player can identify with, then translate all that into strong gameplay. Because at the end of the day when technology plateaus and all the consoles can move 5 billion polygons per second with real time this and that, the only thing that will separate a good game from a bad one is the experience. We believe that a strong story supported by fun gameplay is the key.
We got the inspiration for Fear Effect from: Many different films and novels. We wanted to deliver a lot of John Woo action mixed with Quentin Tarantino and Robert Rodriquez's *From Dusk Till Dawn* experience. The visual inspiration for Fear Effect is mostly from films such as, *Blade Runner*, *Ghost in the Shell* and *Akira*.
The person we most look up to in the industry: The Person we most look up to in this industry is the guy who sold the idea of PaRappa to the publisher and made the game.
Story behind our name: According to Greek mythology, the first god, Uranus (heaven) mated with Gaea (earth). From this union of heaven and earth, Kronos (kroh'-nohs), the youngest and most powerful of the Titans, was born. It is from this supreme union that Kronos Digital Entertainment, Inc. derived its name. Committed to our chosen epithet and its significance, it should be mentioned that, "We don't do cutsie, hoppy, jump bunny, rainbow collecting kinda crap." Obviously, our games are not meant for those of a delicate constitution or the faint of heart.
What's in the future for us: Make more great games and a nice long vacation.

Whole Lotta Yea, A Lil' Bit of Nay



Nay to those who would make us wait for Pokémon Gold and Silver! Easily superior to the previous game, fall 2000 can't come soon enough. Hurry it up!

This can't come soon enough. A big Yea goes to Namco, whom sources say are developing a Soul Calibur sequel for release in arcades in the fall of 2000. Perhaps that'll replace the current Soul Calibur as the office's favorite game here at *EGM*.

A "that's supposed to be funny?" Nay goes to the editors of the once-zany *MAD Magazine*, who listed "Sega's Introduction of the overpriced Dreamcast," as one of the 20 Dumbest People, Events and Things of 1999. Maybe it'd be overpriced if it was 1960 when *MAD Magazine* was still funny.



Steppin' out with Konami's Dance Dance Revolution 2nd ReMIX.

Konami is thinking of releasing some of its Bemani music titles in the U.S. They want to know if people would be interested in seeing these titles in America. If you're hot on Beatmania, Dance Dance Revolution, Guitar Freaks, etc., drop them a line at support@konami.com.

Everything You Need to Know That We Couldn't Fit Elsewhere



A Pokémon card with a swastika? Well, not exactly...when kids in the U.S. discovered the card shown at right, parents immediately voiced their protest. The card, included in a Japanese Pokémon expansion set features the "manji" character—a symbol which means good fortune and can also represent a Buddhist temple. It closely resembles a swastika, the symbol most recognizable as a Nazi symbol. Since then, Media Factory, the company that produces the cards has agreed to stop making the card with the symbol.

Sega will introduce a service in Japan in February where players can download older Mega Drive (the Japanese version of the Genesis) and PC Engine (TurboGrafx-16) for between 100-300 yen a pop ($1-3). The game is saved for a week on your VMU. It's unknown whether Sega will start a similar service in the U.S. (but we hope so!).

Tecmo will release Runabout 2 in the U.S. in the first quarter of 2000. **3DO plans to make the first softball sports game for PC and PlayStation in February 2000 called Softball Slam.** Codemasters will begin producing Dreamcast games in 2000. No specific titles have been announced yet. **Square's Front Mission 3 is headed to the U.S. (everybody cheer).** The third Pokémon movie will hit Japan this summer. **Jeff Minter's Tempest 3000 for NUON is nearing completion.** NUON hardware and software are scheduled to be shown at the Winter CES in early January (full details on that and more from CES next issue). **Sonymon? Sony President Nobuyuki Idei commented during his keynote address at the recent Comdex show that Sony will have its own equivalent to Nintendo's Pokémon in the future.**



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RP

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MILLENNIUM IS HERE.

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- RECIEVED THE HIGHEST HONOR AT JAPAN'S 1999 AMUSEMENT MACHINE SHOW.
- "EXPECT IT TO VISUALLY OUTSHINE AYTHING ELSE AVAILABLE ON THE SYSTEM... IT SHOULD OFFER WHAT NO OTHER 3D FIGHTER HAS BEFORE." *Next Gen 9/99*
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- "DOA 2 IS CURRENTLY LOOKING AMAZING..." *Official Sega Dreamcast 9/99*

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1500 posters will be sent monthly to randomly selected applicants while supplies last. Simply write "Send me the poster" on the product reply card provided inside the game package and mail it to Tecmo. This offer may be terminated without prior notice.

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$52.1 million

POKÉ-FLIX

The five-day opening weekend box-office take for *Pokémon The First Movie*.

IMPORT CALENDAR

Bio Hazard Gun Survivor



Import Pick of the Month: Capcom's gun version of Resident Evil is our pick this month. It is coming to the U.S., but Capcom has said that the U.S. version will NOT be light gun-compatible, while the Japanese version is. So if you want to shoot at zombies with a light gun instead of a control pad, you gotta import.

PlayStation

1/20 Rescue Shot Bubibo, Namco (Gun)
1/27 Beatmania APPEND 5th Mix, Konami (Misc.)
1/27 Chase the Express, SCEI (Action)
Jan. Bio Hazard Gun Survivor, Capcom (Gun)
2/10 Pop'n Music 3, Konami (Misc.)
2/24 Guitar Freaks APPEND 2nd Mix, Konami (Misc.)
Feb. Jet de Go!, Taito (Simulation)
Feb. Popolocrois Story II, SCEI (RPG)
Mar. Vagrant Story, Square (RPG)
Mar. P.J.'s Groove, Syscom (Misc.)

Dreamcast

12/29 Shen Mue, Sega (RPG)
1/20 Rainbow Cotton, Success (Shooting)
1/20 Densha de Go! 3000, Taito (Simulation)
1/27 Crazy Taxi, Sega (Arcade)
1/27 Roommania #203, Sega (Misc.)
2/3 Bio Hazard: Code Veronica, Capcom (Action)
2/10 Pop'n Music 3, Konami (Misc.)
2/17 Dance Dance Revolution 2nd Mix Dreamcast Edition, Konami (Misc.)
2/17 Sega GT Homogolation Special, Sega (Racing)
Feb. Carrier, Jaleco (Action)
3/16 Puzzle Bobble 4, Cyberfront (Puzzle)

*Schedule subject to change without notice. Consult your local import game store for the latest release information.

Newest Colors of the DC Rainbow

Dreamcast is only a little more than a year old in Japan and already it's got more colored system casings than any other except the Game Boy.

Capcom and Sega are offering two special Bio Hazard: Code Veronica limited-edition systems. Only 2,000 of these will be offered, broken down between 200 of the special black S.T.A.R.S. edition and 1800 of the red Claire Redfield edition. Raffle entries for the machine will be taken in Japan beginning in January 2000, and the system will be available on Feb. 3, 2000. The pack includes the game, system, controller and VMU.

Sega of Japan is offering a special Model Seaman Christmas Package in December at HMV stores. Only 850 of these systems will be available and includes a controller and VMU.

Each of these special-edition packages is available for 34,800 yen (about $340). And these aren't available in the U.S....yet.

www.sega.co.jp



Available in designer colors–the special-edition S.T.A.R.S. Dreamcast (far left), Claire Redfield Dreamcast (middle) and the Model Seaman Christmas Package (far right).

JAPAN TOP 10

1	Pokemon Gold and Silver Nintendo	
2	Tokimeki Memorial 2 Konami	
3	Chrono Cross Squaresoft	
4	Pachinko Slot Aize 2 Aize	
5	Maken X Atlus	
6	DDR APPEND Club Version Vol. 1 Konami	
7	JoJo's Bizarre Adventure Capcom	
8	Medarot R Imagineer	
9	Growlanser Atlus	
10	Beatmania GB2 GOTTAMIX Konami	

Weekly Famitsu, week ending 11/28/99

DIGITAL DIVA



Namco has created a new CG poster girl, Ai, for its PlayStation2 game Ridge Racer V. She replaces the previous Ridge Racer babe, Reiko, from Rage Racer and R4.

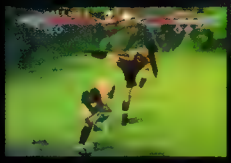
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~ Pit 4 fighters simultaneously in the revolutionary 4-player mode



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Q-Mann



NUTTIN' BUT TOYS

On Level 11 of Toy Story 2 you meet this fella. Amidst protests from Hispanic Americans in the Los Angeles area who say the character enforces a stereotype, Activision has decided to change the Bandito toy in the game. This is the first instance we can think of where a video game has incited a protest.

Quartermann - Video Game Gossip & Speculation

Has Capcom found another franchise to milk? Will the Resident Evil series move backward as well as forward? Virtua Fighter 4 any day now? Square working on X-Box? There's all kinds of rumors around at the moment—and the Q-Spies are always the first to bring it to you. If you want to be the first with the gossip each month—check our preview line: 1-900 PRE VIEW for this information and more.

RUMOR Virtua Fighter 4 has finally been confirmed and is likely to hit a lot sooner than anyone imagined.
TRUTH In an interview with a Web site affiliated with the *Official U.S. Dreamcast* magazine, Virtua Fighter creator (among many other games) Yu Suzuki intimated that a fighting game 'with a four in the title' was in development and would share graphics technology with the incredibly impressive Shenmue. What else could this be but VF4? He also hinted that the game could be released much sooner than anyone could have anticipated. We'll bring you more on this next month.

RUMOR The recently released PC adventure game (starring David Bowie) Omikron: The Nomad Soul will be heading to the Dreamcast before the spring.
TRUTH Always intended as both a PC and a console game, this ambitious RPG hybrid went through a lot of changes during its development. Recently canned in its PlayStation form, the original intention was to bring a huge living environment to the player which incorporated a full RPG engine and a fighting system that was intended to rival Tekken. This was later watered down, and became a huge sprawling RPG with spiritual overtones. David Bowie supplies the soundtrack...and even stars in the game as a (guess what?) rock star. The Dreamcast version could be with us in the first quarter.

RUMOR The sequel to the popular Capcom fighter Power Stone has been generating all kinds of gossip. Expect to see four-player fun in this Naomi-powered arcade game.
TRUTH Set to hit real soon in the arcades, we can expect a Dreamcast version almost simultaneously. The four-player rumor has been 'unofficially' confirmed—and we also hear that the new game will feature vehicles and more powerful weaponry.

RUMOR Resident Evil: Zero is no longer coming to N64...maybe a Dolphin version instead?
TRUTH Although excellent...it seems that Resident Evil 2 64 didn't make an awful lot of commercial sense for Capcom—so the Zero project has been redeveloped as a 'next-generation' game. This is yet to be officially confirmed (Capcom people have been cautious even acknowledging the existence of RE:Zero) but given the limited information we do have...it seems likely that the project has indeed been moved to Dolphin, or possibly PS2. We also know that the next 'official' sequel in the series will be coming to PS2 soon after launch.

RUMOR Square may well be an early adopter for the Microsoft X-Box.
TRUTH We've yet to get confirmation of this...but there are many rumors flying that Square is in negotiations with Microsoft to develop new products (not just ports) for the PC-based wonderbox. FFX perhaps? Given the rumored networked nature of the game...it seems likely. Maybe comments that Japanese development wouldn't adopt the system were a little hasty.

RUMOR Despite the fact that it was crap, Slave Zero has proven to be so spectacularly popular on Dreamcast that Infogrames is planning a Dreamcast-specific sequel.
TRUTH There's no accounting for taste...but it seems that the Slave has proven to be a whopping success. Apparently the sequel will be developed for DC only, and as a result won't inherit any of the sloppy PC code that caused the atrocious frame-rate and glitchy graphics. No word on a date...but it could be with us by next Christmas.

RUMOR The decidedly mediocre DC game Armada will see a somewhat more impressive sequel within the next year.
TRUTH Metro3D representatives were recently seen in Sega newsgroups defending their game from the onslaught of negative comments, and in doing so let slip that the sequel will be much better. Let's hope so.

RUMOR Medal of Honor 2 is in development, and is likely to hit on PlayStation 2 first.
TRUTH Dreamworks recently posted job ads for a new team to work on the sequel in the gaming trade press. When probed by spies from the Q network, representatives from both EA and Dreamworks refused to comment on which system work would begin on. We'd love to see a version on Dreamcast, but that seems highly unlikely.

RUMOR Sega GT will feature VMU mini-games developed in conjunction with car manufacturers.
TRUTH Apparently so...and playing these mini-games will allow you to open up new features in the main game. *Take that* PocketStation and Gran Turismo.



Q-SPY SPECIAL REPORT

Dino Crisis Madness

RUMOR The success of Dino Crisis in both Japan and the U.S. has assured its future as another franchise for Capcom to milk. Originally thought to be an off-shoot of the whole 'survival horror' thing...it looks like we can now expect lots of cool new stuff with the Dino Crisis moniker attached—and on a variety of systems. The rumors are many and varied...but here's what we've heard from multiple sources so far (so they're most likely):
- Dino Crisis 2 — PlayStation and PlayStation2
- Dino Crisis X (name tba) — PlayStation2
- Dino Crisis — N64
- Dino Crisis — Dreamcast
- Dino Crisis — Game Boy

TRUTH The Q-Spies have been digging deep on this one...but things are tough to get a 'real' story on. Dino Crisis 2 on PlayStation and PS2 was recently confirmed by Capcom President Kenzo Tsujimoto, and it wouldn't surprise us at all if another Dino Crisis game also made its way to PlayStation2 within a year of launch. As for the DC version, we really have no idea. Capcom seems enamored with the system, but any specific information beyond informed speculation isn't available. The N64 rumor has come from a number of sources, including some of our spies in Japan. Capcom is very secretive about plans for Nintendo projects (see above)...so the best news we can confirm there is that it 'may be' happening. Game Boy? Who knows? We never thought Resident Evil would come to the handheld so anything could happen with other franchises.

Sega Dreamcast.



espnthegames.com

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PRESS START

The Top 20 Best-Selling Games of November, 1999

1 - Pokémon Yellow



The big thing this Christmas was **Nintendo's** Pokémon. Game Boy Color system shortages, frantic parents searching everywhere for cartridges. Next holiday season it'll be the same kind of madness for Gold and Silver.

LAST MONTH	1
8.0 Chris	6.0 Crispin
8.0 Che	6.0 Shoe

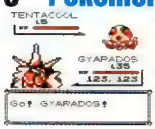
2 - Pokémon Red



Over a year old now, **Nintendo's** Pokémon titles are still beating out newer games for Dreamcast and PlayStation. With a slew of new Pokémon games headed your way in 2000, it doesn't look like that trend will stop anytime soon.

LAST MONTH	2
9.0 John R	8.0 Crispin
8.0 John D	9.0 Sushi

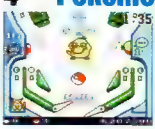
3 - Pokémon Blue



While kids across America are enjoying the first version of Pokémon, Japanese gamers are getting the real good stuff—Gold and Silver. And **Nintendo's** cash cow continues to graze on a plentiful money field.

LAST MONTH	3
9.0 John R	8.0 Crispin
8.0 John D	9.0 Sushi

4 - Pokémon Pinball



Midway may have ducked out of pinball, but that doesn't mean it's dead yet. It's just moved to a new format—video pinball. **Nintendo's** Pokémon Pinball uses its number-one monsters to create an addictive pinball game.

LAST MONTH	4
8.0 Review Crew	

5 - Donkey Kong 64



Nintendo's prime-time monkey is back for more action, this time on the N64. Hey—at least there's one non-Pokémon title in the top five this month, eh? Released in the last half of the month, who knows where this one'll be next month?!

LAST MONTH	NEW
8.5 Chris	8.5 Crispin
8.0 Shawn	8.5 John

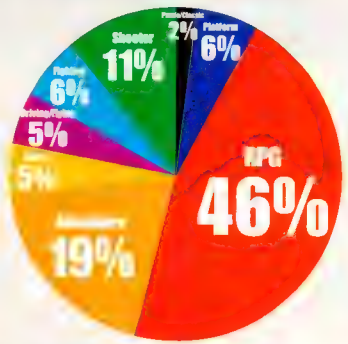
		LAST MONTH
6	Pokémon Snap Nintendo	5
7	Resident Evil 3: Nemesis Capcom	NEW
8	WWF Wrestlemania 2000 THQ	NEW
9	NBA Live 2000 Electronic Arts	NEW
10	Crash Team Racing SCEA	NEW
11	NBA 2k Sega	NEW
12	Tony Hawk's Pro Skater Activision	8
13	Knockout Kings 2000 Electronic Arts	NEW
14	Spyro the Dragon SCEA	16
15	Super Mario Bros. Deluxe Nintendo	17
16	Spyro 2: Ripto's Rage SCEA	NEW
17	Tomorrow Never Dies Electronic Arts	NEW
18	Gran Turismo SCEA	12
19	Driver GT Interactive	6
20	Crash Bandicoot WARPED SCEA	---

Source: NPD TRSTS Video Games Service. Call Mary Ann Porreca at (516) 625-2345 for questions regarding this list. Top 5 game descriptions written by the *EGM* staff

VIDEOGAMES.COM POLL

More! More! More! More!

Which kind of game would you like to see more of?



Source: Videogames.com main poll results for 12/9/99



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RR64

RIDGE RACER 64







Only For 2

N64

Compiled By Chris Johnston chris_johnston@zd.com
& Jennifer Whitesides

Coming Soon - February 2000

January

Game Boy Color

1942 - Capcom	Action
All Star Tennis 99 - Ubi Soft	Sports
Armada Secret Weapon - Metro 3D	Action
Army Men - The 3DO Company	Action
Azure Dreams - Konami	RPG
Battle Tanx - The 3DO Company	Action
Bionic Commando: Elite Forces - Nintendo	Action
Blaster Master II - Electro Source	Action
Brunswick ProPool - Vatical Entertainment	Sports
Bugs Bunny 4 - Vatical Entertainment	Misc.
Carnivale - Vatical Entertainment	Action
Dragon Warrior Monsters - Eidos	RPG
Ghosts and Goblins - Capcom	Action
International Track & Field 2000 - Konami	Sports
Lord Baniff's Deceit - Vatical Entertainment	Action
Magical Tetris Challenge - Capcom	Puzzle
Micro Machines 1 & 2: Twin Turbo - THQ	Racing
Muppets - Take 2 Interactive	Action
NBA Live 2000 - THQ	Sports
NBA Showtime - Midway	Sports
Oddworld Adventures 2 - GT Software	Action
Punchi Carat - Tommo	Puzzle
Rainbow Six: Tom Clancy's - Redstorm	Action
Resident Evil - Capcom	Action
Shadow Man - Acclaim	Action
Thrasher Skate and Destroy - Take 2 Interactive	Sports
Tiger Woods 2000 - THQ	Sports
Toobin' - Midway	Action
Vegas Games - The 3Do Company	Strategy
Worms Armageddon - Infogrames	Action

PlayStation

All Star Tennis - Ubi Soft	Sports
Army Men Sarge's Heroes - 3DO	Action
Baldur's Gate - Interplay	RPG
Bassmasters Classics: Tourn. Edition - THQ	Sports
Blaster Master II - Electro Source	Action
Caesar's Palace 2000 - Interplay	Misc.
Chocobo's Dungeon 2 - Square EA	RPG
Danger Girl - THQ	Action
Die Hard Trilogy 2 - Fox Interactive	Action
Elmo in Grouchland - Mindscape	Misc.
ESPN NBA Tonight - Konami	Sports
Family Game Pack 2 - 3DO	Misc.
Flintstones Bedrock Bowling - Southpeak	Sports
Jeff Gordon XS Racing - ASC Games	Racing
Jeremy McGrath Supercross 2000 - Acclaim	Racing
K-1 Grand Prix - Jaleco	Racing
LEGO Rock Raiders - Lego Media	Racing
Macross VF-X2 - Bandai	Racing
Marvel vs. Capcom - Capcom	Fighting
Panzer General Assault - Mindscape	Strategy
Railroad Tycoon 2 - Take 2 Interactive	Misc.
Road Rash Unchained - Electronic Arts	Action
Shao Lin - THQ	Fighting
Striker Pro 2000 - Infogrames	Sports
Superbike 2000 - Electronic Arts	Racing
Superman - Titus	Action
Tanktics - Interplay	Action
Tiger Woods & PGA Tour 2000 - Electronic Arts	Sports
Tomba! 2: The Evil Swine Return - SCEA	Action
Urban Chaos - Eidos	Action

Nintendo 64

AirBoardin' USA - ASCII	Sports
Battlezone - Activision	Action
Cyber Tiger Woods Golf - Electronic Arts	Sports
Mario Party 2 - Nintendo	Misc.
NBA In the Zone 2000 - Konami	Sports
NHL Blades of Steel 2000 - Konami	Sports
Rally Challenge 2000 - South Peak	Racing
South Park Rally - Acclaim	Action
Tarzan - Activision	Action
Tony Hawk's Pro Skater - Activision	Sports
Top Gear Hyperbike - Kemco	Racing
Vigilante 8. Second Offense - Activision	Action
Worms Armageddon - Infogrames	Action

[illegible]

Caesar's Palace 2000 - Interplay	Misc.
Castlevania: Resurrection - Konami	Action
Elemental Gimmick Gear - Vatical	RPG
Jeremy McGrath Supercross 2000 - Acclaim	Racing
Legacy of Kain: Soul Reaver - Eidos	Action
Microsoft Combat Flight Sim - Konami	Simulation
Resident Evil: Code Veronica - Capcom	Action
Sega Sports NHL 2000 - Sega	Sports
Star Trek New Worlds - Interplay	Action
Street Fighter Alpha 3 - Capcom	Fighting
Striker Pro 2000 - Infogrames	Sports
Time Stalkers - Sega	RPG
Viva Soccer - Interplay	Sports
Zombie Revenge - Sega	Action

February

Game Boy Color

2000-1 Tunes - Infogrames	Misc.
Cage, The - Metro 3D	Action
Carmageddon - Titus	Action
Casper - Interplay	Misc.
Dark Angel Anna's Quest - Metro 3D	RPG
ECW Hardcore Revolution - Acclaim	Sports
Frisbee Golf - Vatical Entertainment	Sports
Golf King - Crave Entertainment	Sports
Jack Nicklaus Golf - Vatical Entertainment	Sports
Konami Rally - Konami	Racing
Mission: Impossible - Infogrames	Action
NHL Blades of Steel - Konami	Sports
Quest RPG - Electro Source	RPG
Rally Racing - Konami	Racing
Rayman - Ubi Soft	Action
Street Fighter Alpha - Capcom	Fighting
Test Drive Cycles - Infogrames	Racing
Wicked Surfing - Interplay	Sports

PlayStation

Colin McRae Rally - SCEA	Racing
Eagle One - Infogrames	Adventure
Earthworm Jim - Take 2 Interactive	Action
ECW: Hardcore Evolution - Acclaim	Sports
Fear Effect - Eidos	Action
Gauntlet Legends - Midway	Action
Gekido - Interplay	Action
Iron Soldier 3 - Kemco	Action
Jackie Chan Stuntmaster - Midway	Action
JoJo's Bizarre Adventure - Capcom	Adventure
Konami Rally - Konami	Racing
LeMans Racing - Infogrames	Racing
Lunar 2 Eternal Blue - Working Designs	RPG
Misadventures of Tron Bonne - Capcom	Action
NASCAR Rumble - Electronic Arts	Racing
Nickelodeon Cat Dog - Hasbro Interactive	Misc.
PGA European Tour - Infogrames	Sports
Rayman 2 - Ubi Soft	Action
Reel Fishing II - Natsume	Sports
Roadsters - Titus Software	Racing
Romance of the Three Kingdoms VI - Koei	Strategy
SaGa Frontier 2 - Square EA	RPG
Silent Bomber - Bandai	Action
Sim Theme Park - Electronic Arts	Strategy
Spec Ops - Take 2 Interactive	Action
Superbike 2000 - Electronic Arts	Racing
Team Buddies - Activision	Action
Test Drive Cycles - Infogrames	Racing
Urban Chaos - Eidos	Action
Wild Metal - Take 2 Interactive	Action
Wild Wild West - South Peak Interactive	Action

Nintendo 64

40 Winks - GT Software	Action
Caesar's Palace - Crave Entertainment	Misc.
Carmageddon - Titus Software	Action
ECW Hardcore Revolution - Acclaim	Sports
Fighter Destiny 2 - South Peak	Fighting
Looney Tunes: Duck Dodgers - Infogrames	Action
Looney Tunes: Space Race - Infogrames	Action
Looney Tunes: Taz Express - Infogrames	Action
NHL Blades of Steel 2000 - Konami	Sports
Rat Attack - Mindscape	Puzzle
Ridge Racer 64 - Nintendo	Racing
Tarzan - Activision	Action

[illegible]

Boarder Zone - Infogrames	Racing
Carrier - Jaleco	Action
Deep Fighter - Ubi Soft	Fighting
ECW: Hardcore Revolution - Acclaim	Sports
Espionage Agent - Tommo	Action
MDK 2 - Interplay	Fighting
NHL 2K - Sega	Sports
Rayman 2 - Ubi Soft	Action
Sega Sports NHL 2000 - Sega	Sports
Space Invaders - Activision	Misc.
UEFA Striker Pro 2000 - Infogrames	Sports
Wild Metal - Take 2 Interactive	Racing

March

Game Boy Color

Alice in Wonderland - Nintendo	Adventure
Blaster Master II - Sunsoft	Action
Crystalis - Nintendo	RPG
Jimmy White's Cue Ball - Vatical Entertainment	Misc.
Rainbow Six - Southpeak Interactive	Action
Thrasher Skate and Destroy - Take 2 Interactive	Sports
Tomb Raider - Eidos	Action
WCW Mayhem - Electronic Arts	Sports

PlayStation

Carmageddon 2 - Interplay	Action
Colony Wars: Red Sun - Activision	Shooting
Countdown Vampires - Bandai	Action
Darkstone - Take 2 Interactive	RPG
Extreme Hockey Rock Rink - Electronic Arts	Sports
Formula One Championship - Electronic Arts	Racing
Gauntlet 3D - Midway	Action
Hot Shots Golf 2 - SCEA	Sports
Major League Soccer - Konami	Sports
Men In Black - SouthPeak Interactive	Action
Messiah - Interplay	Action
MK Special Forces - Midway	Fighting
Motocross Madness - Activision	Racing
Need For Speed 5 - Electronic Arts	Racing
Paperboy - Midway	Action
Rollcage Extreme - Activision	Racing
Rugby 2000 - Electronic Arts	Sports
Saboteur - Eidos	Action
Sim Theme Park - Maxis	Simulation
Street SkBter 2 - Electronic Arts	Sports
Tripley Play 2000 - Electronic Arts	Sports
Ultimate Bass Challenge - Electronic Arts	Sports
WWF SmackDown - THQ	Sports
X-Men - Activision	Fighting

Nintendo 64

Hydro Thunder - Midway	Racing
MK Special Forces - Midway	Fighting
Pokémon Stadium - Nintendo	Fighting
Tony Hawk's Pro Skater - Activision	Sports
World League Soccer 2000 - South Peak	Sports
X-Men - Activision	Action

[illegible]

Crazy Taxi - Sega	Racing
Dark Angel: Vampire Apocalypse - Metro 3D	Action
Draconus: Cult of the Wyrm - Crave Ent.	Adventure
Monster Breed - Tommo	Misc.
Off Road - Interplay	Racing
Renegade Racers - Interplay	Racing
Swords of Vengeance	Action
Star Trek New Worlds - Interplay	Action
Toy Story 2 - Activision	Action
Virtua Striker 2 - Sega	Sports
Viva Soccer - Interplay	Sports

April

Game Boy Color

Futsal Soccer Madness - Sunsoft	Sports
Pokémon Trading Card Game - Nintendo	Misc.
VR Powerboat - Vatical Entertainment	Sports

PlayStation

Baldur's Gate - Interplay	RPG
Gekido - Interplay	Action
Star Wars Episode 1 Jedi Power Battle - LucasArts	Action
Team Buddies - Psygnosis	Misc.

Nintendo 64

All-Star Baseball 2001 - Acclaim	Sports
Perfect Dark - Nintendo	Action
StarCraft 64 - Nintendo	Strategy

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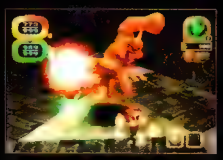
Grand Theft Auto 2 - Rockstar	Racing
Metropolis Street Racer - Sega	Racing

A warrior isn't measured by his kills...
but by his heart.

ALUNDRA 2

A New Legend Begins

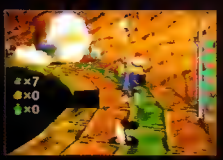
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HSU AND CHAN 2000
WHERE'S THE MATCHES?
GUIDING VIDEO GAMES INTO THE NEW MILLENNIUM!
TANAKA CASTLE...
I WILL LOSE FIVE POUNDS, EAT MORE FIBER, AND RETURN "HOW THE GRINCH STOLE CHRISTMAS" TO THE PUBLIC LIBRARY.
... IT HAS BEEN EIGHTEEN YEARS, BROTHER HSU.
WELL, I WASN'T GOING TO DO IT IN THE DAYLIGHT.
AH, HELLO, VIDEO GAMERS! I'M HSU TANAKA, THIS IS MY BROTHER, CHAN! WE'RE JUST ABOUT TO RING IN THE NEW YEAR IN THE ANCIENT, TRADITIONAL MANNER!
GETTING PIG-DRUNK AND SETTING OFF FIREWORKS!
ALL GOOD THINGS IN TIME, BROTHER CHAN!
BOOM!
IT SHOULD BE NOTED THAT, TECHNICALLY, OUR NEW YEARS CELEBRATION IS A FEW DAYS LATE. CHAN THOUGHT IT WISER TO HOLD OFF ON ANY POTENTIAL HOOTENANNIES UNTIL WE WERE FAIRLY CERTAIN THE WORLD WAS NOT ON THE BRINK OF A NEW DARK AGE, SO WE SPENT NEW YEARS EVE HUDDLED IN THE BASEMENT, WEEPING AND CHANTING PRAYERS! IT WAS A UNIQUE EXPERIENCE!
LUCKILY, THE DAMAGES OF Y2K TURNED OUT TO BE MINOR FOR THE MOST PART, AND ALTHOUGH THE U.S. CURRENTLY TEETERS ONE STEP AWAY FROM COMPLETE ECONOMIC AND SOCIAL FAILURE, IT'S BEEN THAT WAY FOR THE LAST 70 YEARS. SO NO BIGGIE. BREAK OUT THE CHAMPAGNE!
WAIT, CHAN! WE HAVEN'T TOLD THE HENDERSONS NEXT DOOR, YET!
GRACIOUS! I'D ALMOST FORGOTTEN!
THEY WILL BE VERY DISAPPOINTED.
YOU CAN COME OUT, MR HENDERSON! THE WORLD HAS NOT YET BECOME AN ASHEN CINDER!
BACK OFF! WE HAVE WEAPONS!
MR. HENDERSON SOUNDS AGITATED.
HOLIDAY STRESS. MOTHER USED TO BE THE SAME WAY
AAAAIGH! THE RUSSIANS! GET THEM OFFA MEEEEE!
SAY, CHAN IF YOU WERE TO BE IN A BOMB SHELTER FOR TWO YEARS, WHAT WOULD YOU TAKE ALONG?
AH, SIMPLE. FOOD, DEODORANT, MARIO PARTY, TWISTED METAL, SOUL CALIBUR, TEKKEN 2. AND MY ETCH-A-SKETCH. I'M STARTING TO GET THE HANG OF THE DIAGONALS! AND YOU?
HMM.. THAT'S A TOUGHIE. GIVEN UNLIMITED LEISURE TIME, I GUESS I'D FINALLY GET AROUND TO FINISHING METAL GEAR, BRAVE FENCER MUSASHI, SILENT HILL, BARNEY'S HIDE-AND-SEEK ADVENTURE..
AND I'D ALSO BRING A COPY OF TWISTED METAL 3, IN CASE WE HAD NEED OF A COASTER OR SOMETHING.
AND T.P.!
YES, LOTS OF T.P. WE OUGHTA WRITE THAT DOWN.
I TELL YOU, CHAN-- 2000 MARKS THE BIRTH OF A NEW HSU TANAKA! NO LONGER WILL I LIVE BY THE ARBITRARY AND BASELESS RULES OF SOCIETY! I LIVE MY OWN LIFE FROM NOW ON!
HSU! TAKE THOSE WET BOOTS OFF THIS INSTANT!
EEP! YES, SIR!
HERE, BROTHER HSU, THIS IS WHAT WE CAME FOR! LATE GRANDFATHER OSAKA SAVED THIS WINE THIRTY YEARS FOR THIS DAY! BRING ME A CORKSCREW!
WE LENT IT TO THE FERGUSONS, BROTHER CHAN.
IT HAS A VERY NICE COLOR, DOESN'T IT?
GOOD VINTAGE, TOO.

Sega Dreamcast
IT'S THINKING

CRAZY TAXI

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crazytaxi.com

I
was
sure
we did
get a bit
of air at the
top. Could be
that I punched
it a little too hard.
But my passenger,
Holy Joe the preacher
wigged out, man. Starts
shouting and cussing like
a teamster with Tourette's.
Anyway, we land, and there's
this damn cable car coming, so
I jump that, and then we're in the
other lane with oncoming traffic, so
trying to be responsible, I go up on the
sidewalk. But only for three or four blocks, and everyone got out
of my way, even that bag lady. Next thing I knew we're sitting in
the frickin' bay. Maybe it's my brakes.

crazytaxi.com

RP


OF COURSE, JUST BECAUSE IT'S A NEW YEAR, DO NOT THINK FOR ONE SECOND THAT TANAKA BROS. GAME DEVELOPMENT HAS TAKEN A HOLIDAY! RIGHT, CHAN?
EXACTLY, HSU! WHILE OTHER DEVELOPERS ARE CONTENT TO MERELY TELL YOU THEIR PLANS FOR THE FUTURE, WE HAVE ACTUALLY DONE SOMETHING ABOUT IT!
INDEED! WE HAVE CREATED...
A SLIDESHOW!
WHERE'S MY NOTECARDS?
YOU ARE SITTING ON THEM, BROTHER HSU!
AH, SO I AM.
AHEM! LIGHTS!
"TANAKA BROTHERS GAME DEVELOPMENT!"
"A GUIDING FORCE IN INTERACTIVE ENTERTAINMENT BRINGING
CHAN! YOU ARE NOT HELPING!
bros
GAME DEVELOPMENT
BOOM
ER, SORRY, HSU. IT WAS THE BEER.
"BRINGING HIGH-QUALITY PRODUCTS TO SATISFIED CONSUMERS WORLDWIDE!"
"RESEARCH AND HARD WORK! A TRADITION OF FINE CRAFTMANSHIP AND INDENIOUS DESIGN."
"LOOKING TO THE FUTURE! GLOBAL EXPANSION! BOLD VISIONS FOR A BRAVE NEW WORLD!"
"TOTAL DOMINATION! EMPIRES TOPPLING LIKE SO MUCH KINDLING! WOMEN IN ANIMAL-SKIN BIKINIS, TENDING TO OUR EVERY...
UH, WELL, IT JUST GOES ON LIKE THAT. WHO'S UP FOR FIREWORKS?
YEE-HAW!
SOONLY!
I TELL YOU, CHAN, FIREWORKS ARE MY FAVORITE PART OF THE NEW YEAR'S CELEBRATION!
MINE AS WELL, BROTHER HSU! THEY HAVE BEEN A TRADITION IN OUR FAMILY FOR HUNDREDS OF YEARS!
THEY ARE ALSO NOT PARTICULARLY LEGAL IN THIS AREA, SO IF ANYBODY SEES US, WE ARE DOING WHAT?
"BELATED CAROLING."
VERY GOOD, BROTHER CHAN
OKAY, WHADDA WE GOT?
UM... "DEVIL'S NIGHT." ROMAN CANDLES.. "WHISTLING SCREAMERS." "THE TIJUANA BULLDOG!" WE GOT THAT ON OUR VACATION TO TIJUANA, HSU.. REMEMBER?
NOT A WHOLE LOT.
SAW, WHAT'S THAT BIG ONE?
AH! THE MIDNIGHT SUNRISE!
OKAY, READ ME OFF THE INSTRUCTIONS!
LEMME SEE.. "LIGHT FUSE, GET AWAY," AND THE REST APPEARS TO BE A "HAIL MARY" SCRIBBLED IN SPANISH.
ALRIGHT, THEN!
HAPPY NEW...
FZZZ!
BOOM
YAHOOO!
CREEEAK
CLANK!
YEAR.
THE END!
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JANUARY 2000

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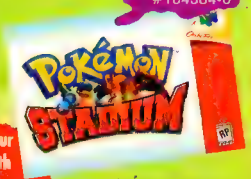
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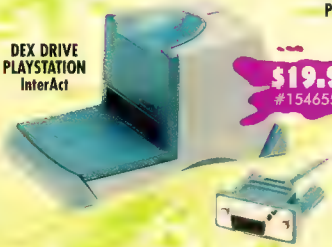


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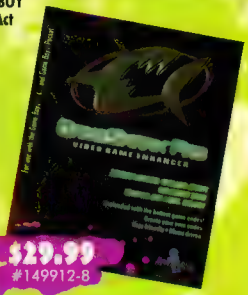
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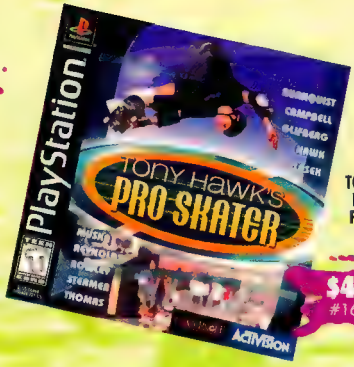
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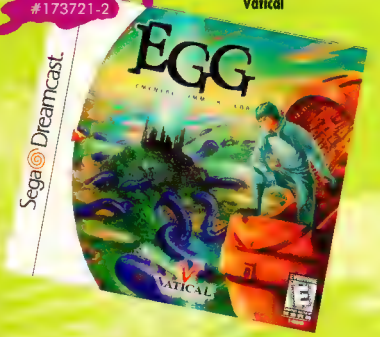


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Previews

62 Resident Evil Code: Veronica
66 Street Fighter III: Double Impact
68 Chu Chu Rocket
70 Elemental Gimmick Gear
72 NHL 2K
Giga Wing
74 4 Wheel Thunder
Tech Romancer
76 Virtua Striker 2
Draconus: Cult of the Wyrm
78 Swirl
ESPN NBA Tonight
Plasma Sword
Grand Theft Auto 2
80 AeroDancing F
Bakuretsu Muteki Bangaio
Undercover
The Ring

Nintendo 64
92 Mario Party 2
94 Perfect Dark
96 The Legend of Zelda Gaiden
Pokémon Stadium
All-Star Baseball 2001
Fighter Destiny 2

PlayStation2
99 Tekken Tag Tournament
Ridge Racer V
100 Evergrace
International Superstar Soccer
Sky Surfer
Drum Mania

PlayStation
106 WWF SmackDown
108 Dragon Valor
110 Colony Wars: Red Sun
112 SaGa Frontier 2
114 Syphon Filter 2
Street Fighter EX 2 Plus
116 Street Sk8ter 2
Colin McRae Rally
Marvel vs. Capcom
Team Buddies
117 Need For Speed: No Limits
JoJo's Bizarre Adventure
118 Romance of the Three Kingdoms VI
MediEvil 2
Kamurai
119 Fun! Fun! Pingu
Parasite Eve II
121 Jet de Go!
Love & Destroy

Game Boy Color
126 Pokémon Gold & Silver
128 Pokémon Trading Card Game
130 Metal Gear: Ghost Babel
Tomb Raider
Bionic Commando: Elite Forces
Crystalis

Neo•Geo Pocket Color
132 Sonic the Hedgehog: Pocket Adventure
Cardfighter's Clash: SNK vs. Capcom
Match of the Millennium: SNK vs. Capcom

134 Gunbullet Fever
Keyboard Mania
Virtua NBA
Jumping Groove

This Month in Previews



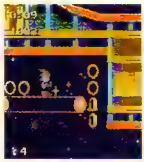
WARNING: Previews marked with international symbols may or may not be released in the U.S. They are designed to run on Japanese or European PAL systems. Import at your own risk.

Once upon a time, there was this little 8-Bit portable system. It wasn't that great, but it had Tetris. So the system sold. And it sold. And just when you thought that system reached the end of its lifespan, along came something called Pokémon to breathe new life into it. Oh joy.

Since you all clearly love the little monsters so much, we have lots to give you this month. Silver, Gold, Trading Card Game and Stadium...they're all here in this issue.

But wait! What's that new portable system that's causing quite a stir? Why, it's the Neo•Geo Pocket Color! This month, we decided to add a NGPC Previews section, since quite a few cool games are coming out for it. Even though the three we're covering this month (Cardfighter's Clash: SNK vs. Capcom, Match of the Millennium: SNK vs. Capcom and Sonic the Hedgehog: Pocket Adventure) will be out by the time you read this, we think they're such cool games, that they're worth looking at in *EGM*. We can't promise regular NGPC coverage (since there aren't a whole lot of games for that system), but we'll update you when we can. Do you want to see more NGPC previews? Fewer? Don't give a crap either way? Write us and let us know.

All right...we know you guys don't really care about GBC or NGPC when we have PlayStation2 and Dreamcast to discuss. Fear not. We brought back the PS2 section (wait until you see the new Tekken Tag screens!), and this month, we have the largest Dreamcast Previews section yet. Don't skip by the Resident Evil Code: Veronica blowout. Mark our words. It's gonna be one of the hottest games of 2000.



Move over GBC, there's a new portable in town. Check out our shiny new Neo•Geo Pocket Color Previews section in this issue...

Speaking of PlayStation2 and Dreamcast...a lot of magazines and Web sites out there are running any PC screenshots they can as PS2 and DC stuff. We will only run genuine PS2 and DC screenshots, and when they're not available, we'll use PC screens only if the developers can swear to us that they'll look identical to the console versions. Hey, we're not going to show you a Voodoo 8, 5124 x 4125 PC screenshot and tell you that it's a Dreamcast game when it's not. If we use PC screenshots for a PS2 or DC game, we'll let you know (and rest assured, it'll represent what the real console product will look like).

Oh, by the way, the Grand Theft Auto 2 screens in this issue are from the PC version. But it will look exactly the same on the Dreamcast. :-)

TOP 5 Preview Picks

1. Resident Evil Code: Veronica	Dreamcast, March 2000
2. Perfect Dark	Nintendo 64, April, 2000
3. Chu Chu Rocket	Dreamcast, First Half, 2000
4. Pokémon Gold and Silver	Game Boy Color, Fall 2000
5. NHL 2K	Dreamcast, February 2000

Who are you rooting for in SNK vs. Capcom?

(source: videogames.com online poll)

SNK - 821

Capcom - 3665


"At Last... a Medie

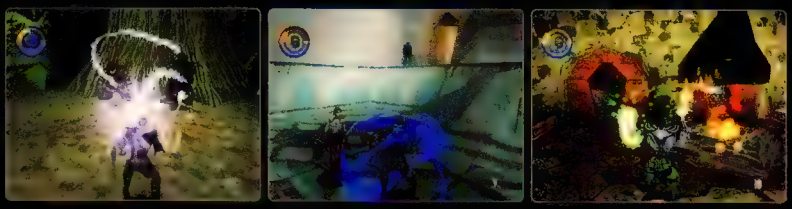

val Tomb Raider..."
-Official U.S. PlayStation Magazine

"After reaching legendary status on the PC, the Might and Magic universe is ready to cast its spell on the PlayStation."
-GamePro

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PREVIEW

Resident Evil
Code: Veronica

Capcom

Capcom/Sega

1

Adventure

80%

March 2000

None

www.capcom.com

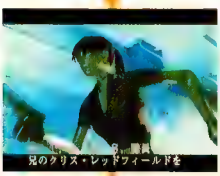
Nemesis who? *THIS* is the sequel Resident Evil fans have been waiting for!

If you don't yet own a DC, it's time to break out the credit card. (But is this really a *bad* thing?)

Steve Burnside's uncanny resemblance to Leo DiCaprio. Why, Capcom, why??

Cine-mazing

Code: Veronica's intro sequence rocks. While these pics make for a nice teaser, you've really gotta see the thing in motion!









Code: Veronica is packed with more cutscenes–both real-time and FMV–than any previous RE game.



As you can see by this close-up of a Bander (one of the new mutated freaks in RE: CV), the level of graphical detail is simply astounding.

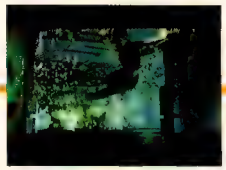
Let's face it. Even the most devoted Resident Evil fanatic has to admit that RE 3 Nemesis was a bit lacking in the story department. More of a game for "hardcore" RE players, with its extreme difficulty and overabundance of combat, RE3's overall plot (or lack thereof) made the game seem more like a side-story than an actual sequel to Resident Evil 2.

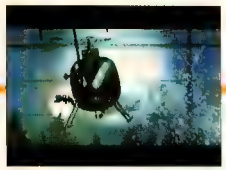
That's where Code: Veronica comes in.

Taking place three months after the events of Resident Evils 2 and 3, Code: Veronica picks up where RE2 left off, with Claire heading off to Umbrella HQ in Europe to search for her missing brother, Chris. Not long after her arrival, she gets captured by Umbrella and taken to a remote prison facility on a desolate island far, far away. After a mysterious attack on the prison base leaves the place in shambles, Claire manages to escape. While we don't want to give away too much of the plot, we can reveal a few juicy tidbits: First, the prison island isn't the only place that you'll get to explore. About midway through the game, things will shift to an entirely different place—Antarctica. From there, who knows what happens. Also, if you were wondering why the game is called "Code: Veronica," here's the deal: Veronica is the original head of the Ashford family—the family that founded Umbrella, Inc. She's long gone now, but you'd have to think that something's up with her if her name is in the game's title. Finally, the main adversaries in CV are Alfred Ashford, the current head of the Ashford family, and his sister Alexia. Both are descendants of Veronica.



Thanks to the awesome power of the Dreamcast, Code: Veronica's visuals are absolutely stunning. The facial details on the characters and monsters rival those of the characters in Shenmue, and the dynamic lighting effects help to create an atmosphere that's chillingly realistic. Speaking of atmosphere, this is the first RE game to ditch the prerendered backgrounds in favor of a real-time environment. Similar to Dino Crisis (though much, much better-looking), RE: CV's world is entirely 3D. Now camera movements are more cinematic, and the game world doesn't feel as "detached" as it did





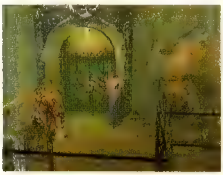




OLD SCHOOL EVIL

Like the original Resident Evil, you can inspect items on the sub-screen and view them in 3D form. This is essential to solving some of the puzzles in the game.

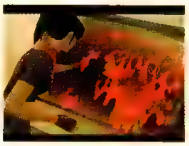
Continued on page 64











Code: Veronica is filled with all the spills, chills and thrills that made its predecessors so popular. Needless to say, this is a game that was meant to be played at night. In the dark. Alone. (Teddy Bear optional, though we might suggest a man-diaper for those among you who are easily "moved" by the kind of terrifying jump-out-of-your-chair antics the RE series is known for.)

in past games. Best of all, there's a new first-person view mode that allows you to play the game from your character's perspective. This is truly awesome, though so far we haven't found anyplace where it was actually necessary to switch to this mode—it seems like more of a novelty than anything else. Still, there's nothing quite like shooting up zombies three feet away from you through the eyes of your character. It's really quite fun. (Something worth noting: Capcom told us that there's still a slight chance this mode will be dropped from the final version of the game, though it's 95% likely to make it in. If it does get dropped, it'll most likely be because of technical issues. It was hyped back when the game was first announced in Japan, but since then, producer Shinji Mikami has kept quiet about the feature.)

Similar to Resident Evil 2's Zapping System, Code: Veronica features an all-new gameplay element called the Real World System (R.W.S.). The game spans two GD-ROMs, and like RE2, the actions of the two main characters (this time it's Claire and, later, her brother Chris) will affect each other's quests. This time, however, rather than seeing the same story unfold from two different viewpoints, the events are sequential. So the things you do as Claire—doors you open, items you pick up or leave behind, puzzles you solve—will be apparent later in the game when you follow her trail as Chris. Is this cool, or what?

There are a few other gameplay improvements worth noting, the coolest of which is the ability to wield two guns at once. That's right, there are a few weapons in the game (such as the Calico M-100P or the submachine gun) that come in pairs, and besides the fact that they look extremely cool, they come in especially handy when you've got hordes of zombies approaching from all sides. Best of all, they auto-aim independently! Also new is an enhanced map system that has color-coded doors to let you know if you've been through them or not, or if you have the key necessary to open them. It sounds minor, but it's a great help. The map also shows

FIRST-PERSON ACTION

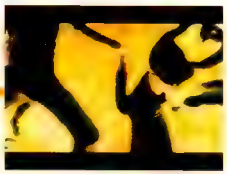
According to Capcom, the first-person view in RE: CV is 95% certain to be in the final game, pending some minor tweaking.











CASTING CALL

Who's Who

Claire and Chris aren't the only main characters in CV. Here are some of the other faces you'll come across.



The current head of the Ashford clan, Alfred is a strange bird indeed. What's he trying to accomplish?



Alexia, a twin, is Alfred's sister. Some say that Alfred is just a puppet and that she's really in charge.



Leo—err, Steve—turns up early on in the game. This hyperactive kid is also a prisoner on the island.



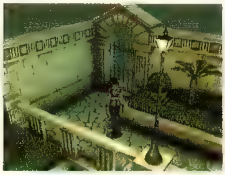
This mysterious fellow helps Claire escape from prison at the outset of the game. What are his true motives?



VM-USEFUL

Thanks to the VMU, you'll no longer have to switch to the sub-screen to view your health. Nice!

Continued from page 63











(Above) The beautiful 3D environments in Code: Veronica are some of the most impressive to date. The spectacular graphics only serve to add to the already chilling atmosphere that the RE games are well-known for. (Left) Chris Redfield, star of the original Resident Evil, is back as a playable character in Code: Veronica. You won't get to play as him, however, until disc 2.

save points, item boxes and any objects you may have left behind. Useful stuff. Finally, you can view your health at any time by simply looking at your VMU screen, which re-creates the life monitor that you'd otherwise have to switch to the sub-screen to view. This is quite handy as well.

Oddly enough, with all these gameplay improvements, the game takes a couple of minor steps back, too. Some of the cool stuff that was introduced in Nemesis (being able to blow up barrels, the ammo mixing feature, walking up stairs without having to press the action button) are missing in Code: Veronica. The decision-making element ("Fight the Nemesis or run like a puss?") is nowhere to be found. And the "sometimes it works, sometimes it doesn't" dodge feature has been removed as well. Disappointing for sure, but trust us—after playing for an hour or two, you'll be so caught up in Code: Veronica's atmosphere and engrossing story that you'll have forgotten all about these minor omissions. At least they kept the 180° quick-turn feature—a must for all future incarnations of the series.

One last bit of cool info—by fooling around with our preview version far too much (we spent hours upon hours with the game), we stumbled across a couple of "Extra" modes, that will likely be available after beating the game. We don't want to spoil it, but needless to say—once the main game is over, you won't have to shelve it right away...

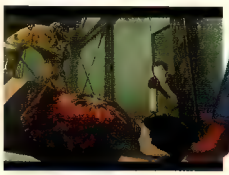
In development for more than two years, Resident Evil Code: Veronica is an important game not only for Capcom, but for Sega as well. It's the kind of game that'll drive hardware sales (especially in Japan), and its exclusivity (for now, at least) means that a lot of PlayStation-owning Resident Evil fans are going to be making the jump to Dreamcast soon. This editor already went out and bought a DC just for this game...perhaps when it arrives in stores in March, you will too.



Steve Burnside shows up early on and remains a major player throughout. In fact, it's rumored he may even "get it on" with Claire, though we can't confirm this. You'll get to play as him briefly on disc 1.







SHE'S GOT GUNS

Claire Woo?

Code: Veronica is the first RE game to allow the use of two guns at once, John Woo-style. They even target independently!










"To really understand how decomposed these zombies are you have to be in close personal contact," Stick thought as he smashed his fist through the brainpan
Sega Dreamcast
IT'S THINKING
ZOMBIE REVENGE
SCREEN GRABS SUCK.
SEE IT FOR REAL AT
sega.com/games
ghoul, but this was no time for theory. Three new bonebags were moving in fast, and Stick had lost his gun. They charged. He wrecked the first one with a series of quick uppers, clocked the other one with an elbow pop, and dropped the third guy with a reverse rocket crotch kick. Then he spotted his gun. Unfortunately, it was stuck in his face with a zombie behind it. "Yo, voodoo child," said Stick "Your trigger finger's missing..." sega.com/games
M
Animated Violence
Animated Blood and Gore

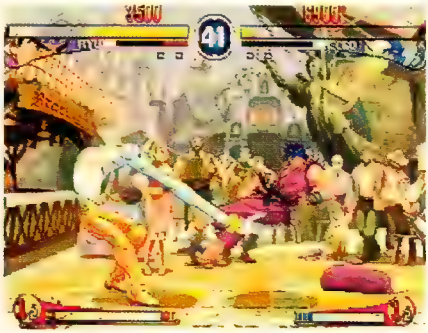
PREVIEW

Street Fighter III: Double Impact

Capcom
Capcom
1-2
Fighting
95%
April 2000
None
www.capcom.com
Fantastic animation and parry system.
Mastering parries.
Some characters are just lame.



Although it's not Elena's best Super Art, Spinning Beat looks cool and is useful against jumping opponents.



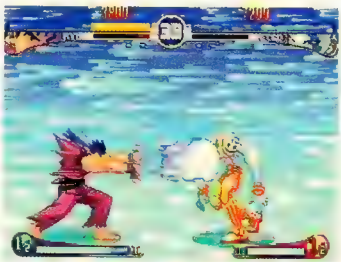
Double Impact contains both SF III: New Generation and Second Impact, but not the recent arcade release, Third Strike.

Usually Capcom is very quick about porting hot arcade fighters to home consoles, but it seems like it took forever for any of the Street Fighter III's to make the journey. From a technical standpoint, the game boasted insane amounts of character animations and ran on the CPS III arcade board. In comparison, Marvel vs Capcom (no slouch in the animation department itself) ran on the CPS II. The memory capacity that SF III demanded made it impossible to port the game to anything less than the Dreamcast, so in that regard, the wait has paid off—now, we have a perfect conversion. Every animation frame is there with nearly invisible loading times. Capcom even took advantage of the DC's audio capabilities and reproduced the Q-sound faithfully. Ah...delight for both the eyes and ears.

Double Impact packs in both SF III: New Generation and Second Impact, but there's really not much difference between the two aside from slight character tweaks, a challenge round and three new characters. It's a shame that Third Strike is not included, seeing that it has better character balance, a grading system and five new characters headed up by fan favorite, Chun-Li. For whatever reasons, none of the SF III games were very popular in the U.S., so the home version will be the first time many will seriously play the game.

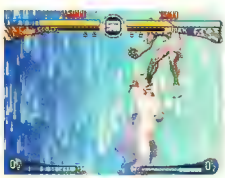
For the uninitiated, the play mechanics are fundamentally the same as previous SF titles. Super combos are back, but now they are called "Super Arts," and you can choose one of three to suit a particular strategy for your character. The biggest addition is aggressive blocking which is referred to as parrying (see sidebar). This changes the dynamic of play considerably; you'll either love it or hate it. The only returning characters from previous installments are Ryu, Ken and Akuma.

Sega's last console may have been a 2D powerhouse, but Street Fighter III: Double Impact proves the Dreamcast can do everything 2D the Saturn could and much more. And with SF Alpha 3 making its way to this system a little later, Street Fighter fans may have found their dream machine.









TECHNIQUE

Parry This





The newest and most significant addition to the Street Fighter combat system is parrying. Requiring much more skill than Alpha counters, you must press forward immediately before an attack makes contact in order to deflect it and escape undamaged. You can parry high or low attacks and even entire Super Art combinations. Double Impact has a special training mode that can help you refine your timing.

IMPORT TUNER
インポートチューナー
Presents

Tokyo Xtreme Racer

"Most Addictive"
DREAMCAST.IGN.COM

"This game has unbelievable graphics"
SEGANET.COM

"One of the Hottest Racers of the Year"
GAME INFORMER

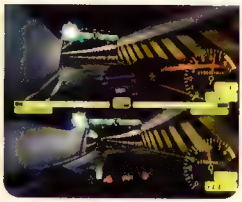
"Better than any console racer to date...period"
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Sega Dreamcast.

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Genki

EVERYONE E CONTENT RATED BY ESRB

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PREVIEW



CHOO CHOO SPACE SHUTTLE

Remember Astrotrain? It was an Autobot Transformer (classified as a "Triple Changer") that could transform from a steam locomotive into a space shuttle. Whose stupid idea was that?

Chu Chu Rocket

Publisher	Sega
Developer	Sonic Team
# of Players	1-4
Genre	Puzzle
% Complete	90%
Release Date	First Half, 2000
Peripherals	None
Web Site	www.sega.com
The Good	Fast-paced, great party game, Internet multiplayer.
The Bad	The graphics are stylish but a bit utilitarian.
And The Ugly	You don't really need another addiction in your life.



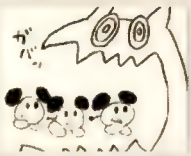
Like the old action puzzle game Lode Runner, many of the stages resemble pictures, messages and other bits of humor from Sonic Team.



Sure, the graphics aren't much to look at, but they're cute, clean and stylish as hell.

PEEK-A-CHU

It's A Chu Chu World



So what the heck does "Chu Chu" mean anyway? The word "chu" is the Japanese equivalent of a "squeak," or the sound a mouse makes (hence Pikachu, the lightning rat). In Japan, Chu Chu Rocket launched with the best commercial ever made (when the cat chomps down on the chu chus, there's blood everywhere). Here are the lyrics, as transcribed by Peter Bartholow of videogames.com. "Chu Chu Rocket, let's save the mice! Chu Chu Rocket, the cat is scary! Chu Chu Rocket, the rocket is awesome! TSUBABABABA!" The game rocketed to number one on the charts its first week of release.

When Sega announced three new titles from Sonic Team last August, nobody expected Chu Chu Rocket to be among the hit list. Despite the glaring lack of a Dreamcast NiGHTS or Burning Rangers sequel anytime soon, Sega fans knew that Chu Chu Rocket would be special, just by virtue of hailing from Sonic Team. After spending all month with the import version of Chu Chu Rocket, we were ecstatic to learn that Sega of America is set to localize this bizarre little gem for the U.S. market.

The object of Chu Chu Rocket is very simple: Guide as many rodents to your rocket as possible within the given time and watch the mice blast off into the great abyss. Each stage is comprised of six different objects: walls, mice, cats, pits, arrows and the player's rocket. Because it's a puzzle game, each item dictates one aspect of behavior on the playing field. Chus will run along until they hit a wall; if there's nowhere to go, they will either run in an infinite loop, or run along the wall until the next obstacle presents itself. Just like in real life, cats will traverse a pattern that's occasionally altered by walls and arrows...oh and they'll kill mice too.

Players move a colored cursor around and can place up to three arrows on screen to control the trajectory of mice and cats. Is player one getting too greedy with the little chu chus? Send a cat over to his rocket and watch his numbers dwindle. Or you can place arrows to syphon off your competition's flow of mice and redirect them to your own rocket. When a pink mouse runs into your rocket, it triggers a random event. Events like speed-up, slowdown, chu chu fever (sends out an endless flow of mice for a limited time), and neko fever (neko means cat) provide plenty of opportunities for players to even out the score late in the game. It all amounts to one of the most hectic and well-balanced head-to-head puzzle games we've ever played.

The game is presented with a wide variety of modes. Among them are the one- through four-player versus modes, puzzle mode (which can be played co-op!) and even a Lode Runner-esque level builder. In Japan, Chu Chu Rocket sold for 2800 yen (about 25 bucks), or with a limited-edition Chu Chu Dreamcast controller for 4800 yen (45 bucks or so). It's still unknown at this point whether Sega will sell the game at a discounted price stateside.



Chu Chu Rocket comes with its own level editor, so you too can design nasty hard levels to use in puzzle or versus modes.







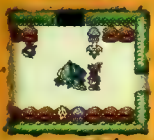
Make 200 New Best Friends!



Over 200 cute & cool monsters to collect



Breed with your friends' monsters too



Explore *The Mystic World* in Terry's adventure



Challenge your friends with trained monsters



Randomly generating dungeons in *The Mystic World*





FEATURES:

- Over 200 cute & cool monsters to collect, tame, and train
- Breed monsters to create stronger offspring with unique magic spells and special abilities
- Play solo, or connect two Game Boys together to battle and breed with your friends' monsters
- A spin-off of Japan's best selling RPG game, Enix's Dragon Quest

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ENIX

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GAME BOY COLOR

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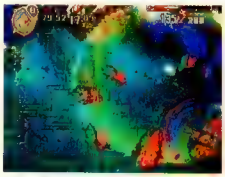


THE MANY PARTS OF EGG

According to the U.S. Department of Agriculture, 154 "million dozen" egg shells were broken during October 1999, up nine percent from October a year ago.

Elemental Gimmick Gear

Vatical
Hudson Soft
1
RPG
85%
January 2000
None
www.vatical.com
Old-school role-playing coming to the Dreamcast.
E.G.G. was originally developed for the Sega Saturn.
Highest cholesterol count of any Dreamcast game yet.



The graphics in E.G.G. are gorgeous for a primarily 2D game. It was originally developed for the Saturn. Go figure.



Like Evolution and Time Stalkers, E.G.G. is basically a one-town game.

In a surprise move, Vatical Entertainment recently announced that they would be bringing Hudson Soft's Japanese role-playing game, Elemental Gimmick Gear (or E.G.G. for short) to the U.S. Perhaps even more surprising is the game's level of completion, and the fact that it's being readied for a January 2000 release. What is Elemental Gimmick Gear, you ask?

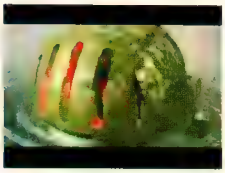
E.G.G.'s story revolves around a strange, egg-shaped mech found during an excavation in the ancient city of Fogna. Apparently the E.G.G. functions as some sort of suspended-animation device, for inside the E.G.G. lies a person referred to as the Sleeping Man. While the Sleeping Man is carted off somewhere else to continue his extended nap, the city's engineers attempt to emulate the E.G.G.'s bio-structure in their own robots, designed for use by consumers and military alike. Naturally, everything goes berserk, and it's up to the recently awakened Sleeping Man and his E.G.G. to put an end to the chaos that ensues.

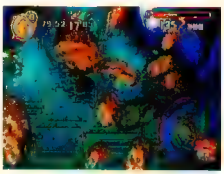
In the tradition of old-school RPGs like Square's Chrono Trigger or Final Fantasy, E.G.G. features overhead 2D graphics that take advantage of the Dreamcast's superior color palette. The graphics are lush, and the characters are well-animated. Enemies and locales are all beautifully rendered in 2D, but, during significant boss-battles, things take on a decidedly 3D appearance. All of the fights are executed in an action-RPG fashion and are fully polygonal and 3D. Perhaps E.G.G.'s most significant attack is the move where he pulls in his arms and legs (like Gamera) and begins a deadly top-spin that usually does a good job of clearing out a room. Unless you have a special item, though, this move takes way HP from your E.G.G., and so, must be used sparingly. Of course, with a name like Elemental Gimmick Gear, you can expect various elemental powers to be featured prominently in E.G.G.'s attacks.

It's good to see yet another quality, niche title make its way into the hands of the large U.S. market. Now let's hope some publisher picks up Frame Gride and Berserk.



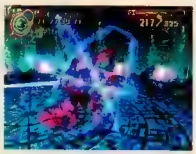






SPIN CITY

Dizzy



Did you ever go to the playground as a child and spin yourself long enough to make you wanna puke? Everyone has done this at least once, and you'll get to do it again if you want to play Elemental Gimmick Gear.

One of E.G.G.'s most powerful attacks is his spin-attack. Not only will you be required to use it to open doors and solve some puzzles, but also you'll need to do it in various battles where the enemy is tougher than your average bear. Just like a regular egg is versatile enough to come scrambled, over-easy and fried, so too is E.G.G. a multi-talented egg.

By the time you read this, E.G.G. should be out on store shelves, so go check it out!





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Sega Dreamcast. IT'S THINKING

SEGA SPORTS™ NBA 2K

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sega.com

RP

NBA PRODUCT

SEGA SPORTS NBA 2K

1,400 ...polygons per player model in Sega's NHL 2K. The more polys, the more lifelike the characters look.

NHL 2K

Naturally, due to the name, you probably think NHL 2K is another Visual Concepts product right? Nope, it's being developed by **Black Box** for **Sega**, a team comprised mainly of former Radical Entertainment programmers (remember NHL Powerplay?). Needless to say these guys know their hockey. NHL 2K features all the NHL licenses, players and stadiums you could hope for, not to mention great graphic detail. The player models alone feature some 1,400 polygons per character. Facial detail is as close to the real thing as we've seen (outside of NBA 2K). For animation, more than 1000 motion-captured moves are used. Even the fighting looks ultra-realistic. With any luck at all, NHL 2K will continue the high standards that NFL and NBA 2K established. Look for the game in **February**.

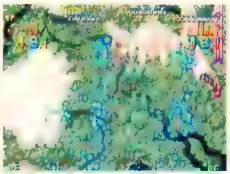


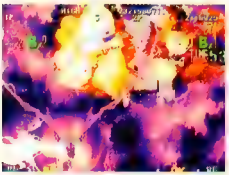
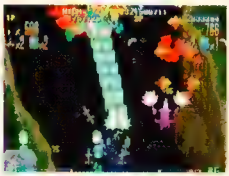


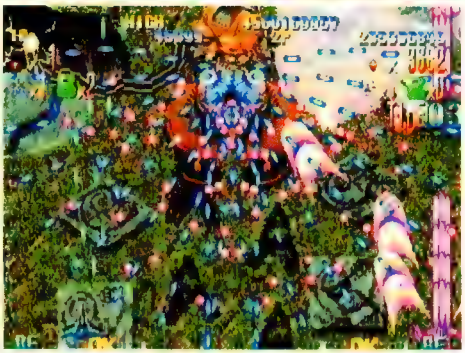



Giga Wing

We've been updating for you Giga Wing's journey from the arcades to the Dreamcast for the past six months...now we're happy to report that **Capcom's** latest 2D shooter will make its way stateside on Sega's machine. This game is, by far, the most 2D-intensive vertical shooter we've ever played. For the love of god, just look at these screenshots! Giga Wing is set for release in **April**.



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REMEMBER?

For Midway's sake, hopefully no one will associate 4 Wheel Thunder with their previously released super-stinker—Off-Road Challenge.

4 Wheel Thunder

Midway's 4 Wheel Thunder is gorgeous, rivaled only by Sega Rally 2 for creative use of lighting, lens flare effects and detail. The guts of the game include 12 indoor and outdoor tracks in six different environments. The courses are extremely long and wrought with rolling hills, jumps, narrow passes and much more. At this point, the game looks great but needs a bit more speed. Look for 4WT in **May**.











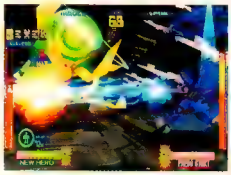




Tech Romancer

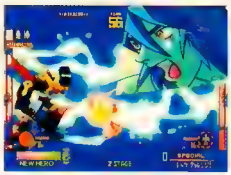
Right alongside Street Fighter III in **Capcom's** impressive list of games to bring stateside is Tech Romancer, a 3D fighting game inspired by giant robot anime of the last three decades. The gameplay in Tech Romancer is highly reminiscent of Bandai's Gundam: Battle Masters series. Each player has "damage meters" which slowly fill up as you pummel each other silly with a wide array of weapons. Heavy hits will knock a "power-up" from your opponent, which then can be picked up and exploited to your advantage.

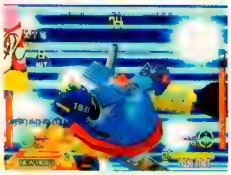
Graphically, the game is sweet. The level of articulation in each mech's animation is detailed to the extreme. So far, we've spotted the following parodies: Mazinger Z, Getter Robo, Macross, Evangelion, Gundam and many others. Tech Romancer is set for release here sometime **this spring**.

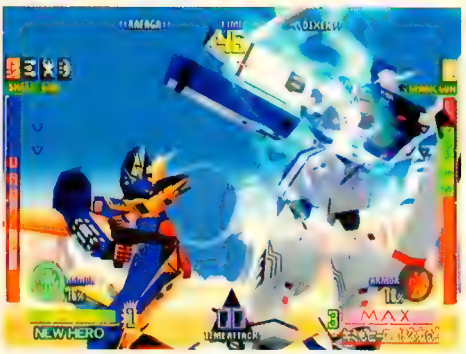












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WHAT'S A WISP?

In addition to being the mystical beings you grab in Draconus, a Wisp is a term for an experiment with a self-compiling compiler for a simple list-processing language. Whatever. Wisp is also the name of a popular ski resort in Maryland.

Virtua Striker 2

There's been a decided shortage of soccer games in the U.S. since the Dreamcast launched. In Europe, developers are falling over themselves to bring the most popular sport in the world to the Sega system. Virtua Striker 2 has been waiting in the wings for some time, and after wowing players in the arcade, it's now just about ready for release. Developed in-house by **Sega** and set for release in **March,** it features some of the best graphics you're likely to have ever seen in a soccer game. Because of its pedigree, the gameplay itself is very arcade-like, but it delivers enough thrills to keep casual fans of the sport occupied. You play with 32 international teams, and you get to have a kickabout in six different stadiums. Show-offs will love the fact that you can save cool goals to the VMU.









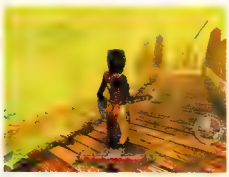




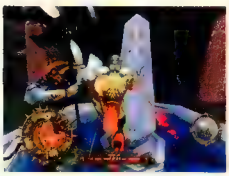
Draconus: Cult of the Wyrm

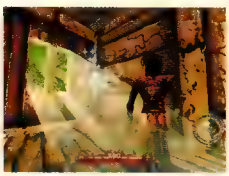
Draconus: CotW (formerly Blades of Vengeance) from **Treyarch** and **Crave** has a definite Gauntlet feel with a healthy dose of Golden Axe thrown in for good measure. And since it's on the Dreamcast, it's 3D and quite pretty. You control one of two types of characters: A hulking warrior man with a take-no-crap attitude, or a deadly female sorceress. You have to search for mystical wisps (which allow you to upgrade offensive, defensive and magical attributes), and eventually make your way to the evil Dragon Lord (note: Dragons are also known as wyrms) who is terrorizing the land. Although there are various tasks to complete and NPC characters to interact with in each level, you'll encounter plenty of hacking and slashing while playing through the game's 15 levels. After all, Draconus *is* an action game. When you butt heads with one of the game's 30 types of enemies, you can go to work on it with a series of offensive combos or magic, along with timed use of your shield. There are multiple weapons and spells to upgrade as well. Look for it to hit store shelves in **March**.











FIGHTING FORCE 2

You're alone on this mission, so credentials are all you've got to go on.



It's just you and your instincts on this one. So you've only got yourself to blame if you fail. But that's not an option on this mission. Your job as **Hawk Manson**, operative of the government espionage corps, SI-COPS, is to maneuver in and out of R&D installations on an all new 3D game engine. You've got an arsenal of hand-to-hand combat moves and equipment to the tune of 20+ new weapons. But don't let that inflate your head. Gear up. Get going. The world won't save itself.

TEEN T CONTENT RATED BY ESRB

Sega Dreamcast.

CORE

PlayStation

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ANOTHER USE FOR THE BACK SEAT

According to the National Insurance Crime Bureau and the FBI, the Honda Accord LX is the car stolen most often in the U.S. Car thieves can score up to $1435 for one of its back seats!

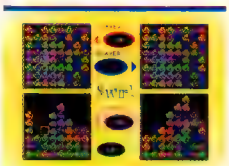
Swirl

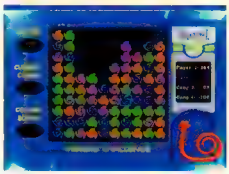
It's FREE! There...did that get your attention? By the time you read this, new Dreamcasts should be bundled with this Columns-like puzzle game. **Sega** will be distributing Swirl with the next AT&T Web browser update (scheduled for **February** or **March**), so existing DC owners will be getting it for free as well.

Swirl's concept is simple: Match up the purdy swirls of color. But the fun is in the multiplayer execution. Since you can play Swirl either real-time or turn-based, you can do it four-player split-screen style, or send turns over Dreamcast e-mail. You can even use the e-mail thing to play against PC opponents (who can download the game for free). Sega will also have a place for show-offs to post high scores on the Internet.

Swirl is a **Sega PC**-developed puzzle game.







ESPN NBA Tonight

Konami will release their very own DC basketball game sometime in **early 2000**. Beyond full NBA licenses, the title features play-by-play by Brent Musburger, extensive animation (including loads of facial expressions) and a heapin' helpin' of ESPN, TV-style atmosphere. Check out the Chris Mills interview (top right picture)—outstanding. We can't wait to get our hands on this pup for an NBA 2K comparison. Competition is a good thing.



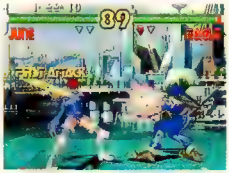






Plasma Sword

The sequel to one of the PlayStation's most underrated three-dimensional fighters, Star Gladiators, is coming to the Dreamcast courtesy of **Capcom**. Originally done on the PlayStation arcade hardware, the DC version will sport slightly improved graphics (it's definitely not a Soul Calibur arcade to DC level of improvement) and special effects galore. Choose from 22 different characters who each has his or her own special weapon. Look for Plasma Sword this **February**.



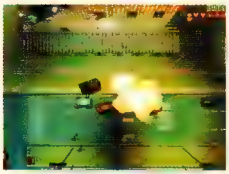


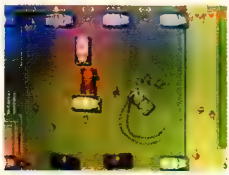




Grand Theft Auto 2

If mowing people down with your ride, delivering drugs to street-corner pushers and other such criminal behavior tickles your fancy—but you hate the idea of doing hard time—GTA2, coming from **Rockstar** and **DMA Design** in **April**, is the perfect way to get your fix. Align yourself with a particular gang, work your way up the ranks and gain respect by completing naughty jobs around town. But watch out for po po.











PlayStation
RP
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TECMO
www.tecmoinc.com

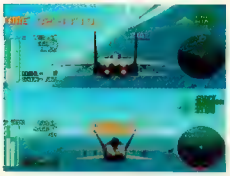
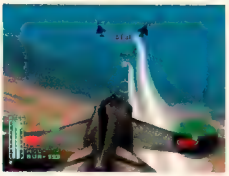
SURVIVE THE HORROR

Whether it's a cliché or not, survival horror is here to stay. If you're a fan of the genre, check out www.survivorhorror.gamepost.com and confront your worst fears.

AeroDancing F

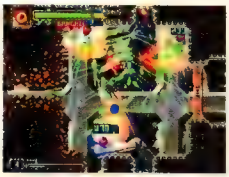
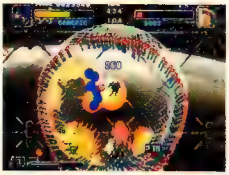
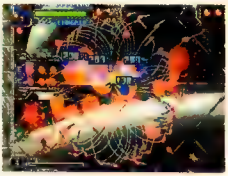
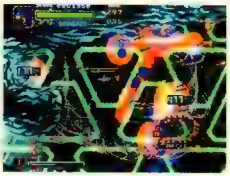
CRI's AeroDancing F is the follow-up effort to Aerowings here in the U.S. Many Dreamcast owners complained about the first AeroDancing's difficulty and lack of combat. In response, CRI has catered AeroDancing F heavily toward modern jet warfare. Players will be able to pilot a wide variety of fighters, including the F-14, F-15, F-16, F-18 and F-4 Phantom. CRI's also added a split-screen two-player deathmatch mode. AeroDancing F is due out **spring of 2000** in Japan.



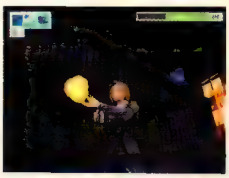
Bakureisu Muteki Bangaio

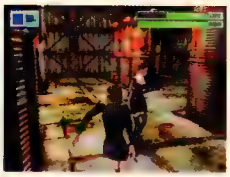
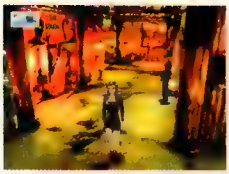
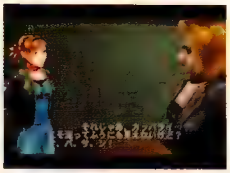
Treasure recently released the Dreamcast version of their N64 shooter Bangaio. We got our hands on the import, and while the game looks better (translucent explosions, more detailed sprites, higher resolution), it's still plagued with slowdown during intense sprite storms. Regardless, it's still a brilliant game and you should still import it. We hope Treasure takes the time and develops a DC game from scratch next time!

Undercover

Pulse Interactive's 3D action adventure set in the year 2025 is shaping up nicely. You play as Kei, a tough special forces superfuzz out to kick some criminal booty. It's set for release in Japan **January 2000**.



The Ring

Asmik Ace's entry into survival horror is called simply, The Ring. You're a special agent sent to squelch a certain alien crisis within a full 3D environment. The Ring comes out **February 2000** in Japan.






Famine...

Revolt...

Plague...

Rebellion...

The struggle continues...

War-torn China awaits your unification.

Romance VI of The Three Kingdoms

Awakening of the Dragon



- New & improved battle units including Northern Riders & the naval units of Wu
- Redesigned Battle system & new Plot system for more tactical latitude
- New duel-based strategies for more control of the action
- Over 500 characters and 100 historical event sequences
- New personal goals/ambition parameter & defensive traps
- New Chronological Records system comparing player progress to historical events
- 7 new short scenarios & 7 full-length campaigns
- 1 – 8 Player excitement

PlayStation

EVERYONE E

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KOEI

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MATURE
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CONTENT RATED BY
ESRB





Start sleeping with your eyes open...evil's moving in, on N64®. The most intense survival game in history is here!

Can You Survive the Horror?

Resident Evil 2. Now on Nintendo® 64.



Fear. Horror. Terror. And, of course, evil. It's everywhere. Enter the most terrifying game experience ever crafted. Fight through hordes of flesh-starved zombies, blood-thirsty beasts and other mutant creatures.

Welcome to the nightmare... Resident Evil 2.

If the suspense doesn't kill you, something else will.







CAPCOM

www.capcom.com

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PlayStation

You barrel out of the fourth turn doing 240 or

www.playstation.com

Could there be anything more glorious than the afterlife? Consider a lineup of over 500 of the world's most prestigious driving machines. From unrepentant speed demons to the burliest of American muscle cars. Of course, you don't drive them as much as you try to contain them. Each one is engineered according to

POLYPHONY DIGITAL

RATING PENDING

RP

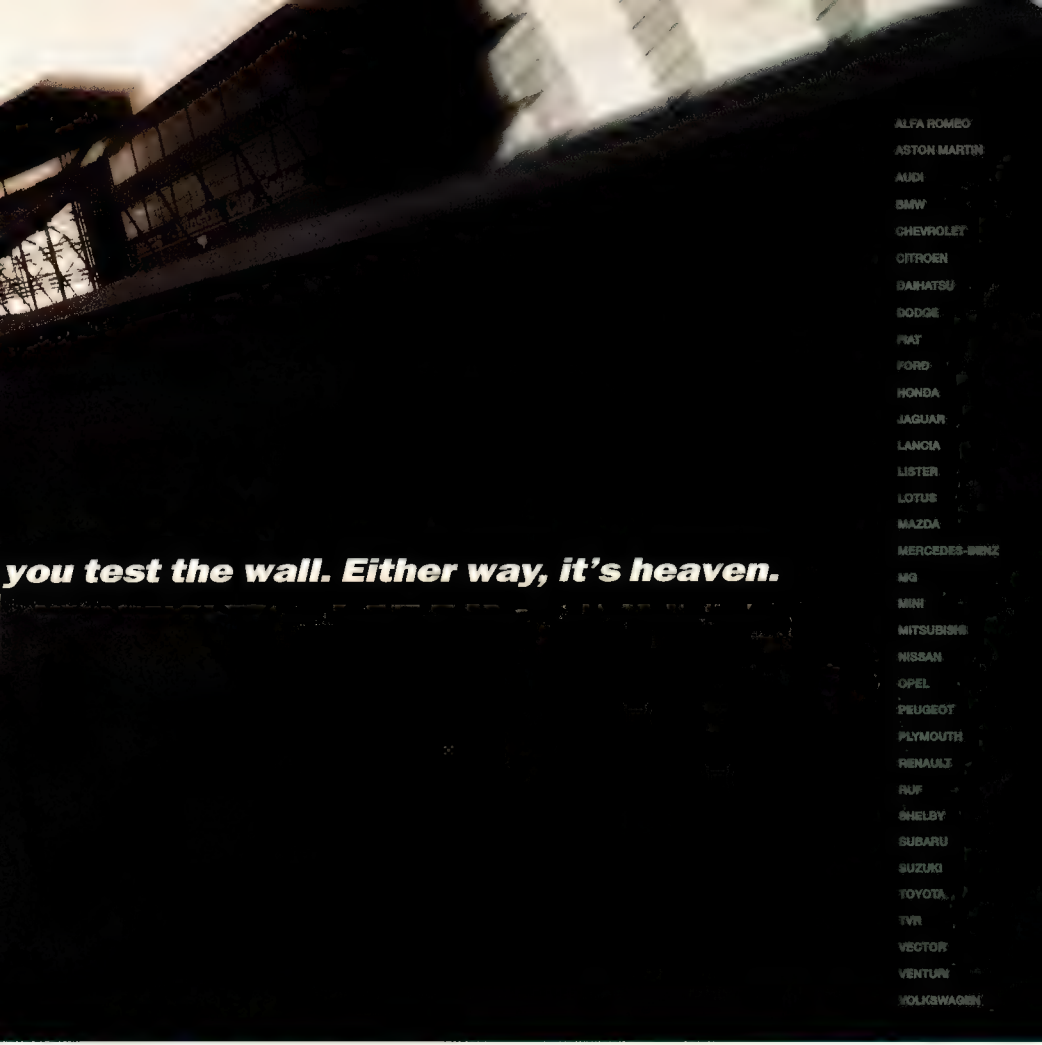
ESRB











exact specifications. You can customize them to blistering levels of performance. Sound excessive? Not considering what you're up against. Twenty of the world's most unforgiving tracks. Along with an equally merciless Rally Racing Mode. Winning won't be easy. But then, accepting defeat could be far more difficult.

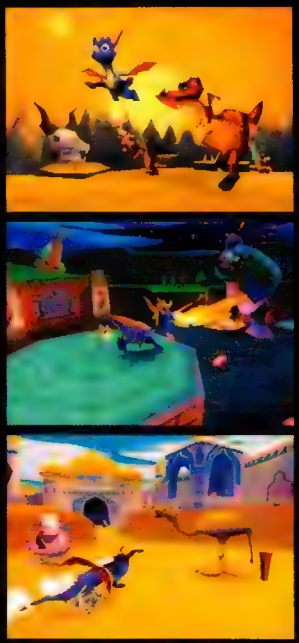





PlayStation
www.playstation.com



Spyro's back



He toasts his enemies one by one. And this time, he's not taking any prisoners. Spyro is on a rampage in the air, land and sea. This is one fire-breathing dragon ready to take on the world. Spyro 2: Ripto's Rage! It's fast. It's fierce. It's where second-degree burns are just part of the job.



Mess with him and you'll get burned.

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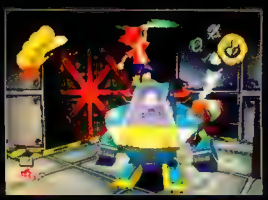
It's ape anarchy and it's up to you to stop their banana-fueled mayhem. You'll hunt down over 200 unruly apes, you'll drive a Tank, steer a Remote Control Car, you'll even launch an aerial attack in a propeller-powered Skyflyer. You'll use plenty of anti-ape devices, like a primate-punishing Stun Club, a simian Slingshot and Monkey Radar. Plus, it's the first and only 3D game that fully utilizes the **Dual Shock™ analog controller**. Prepare yourself, things are about to get hairy.



***Or other official PlayStation brand or licensed controllers featuring the "Analog Control" icon. Analog mode only. May not function or performance may**

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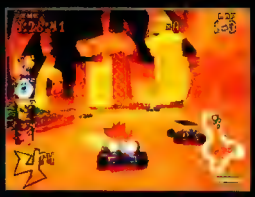
You better get them before they get you.

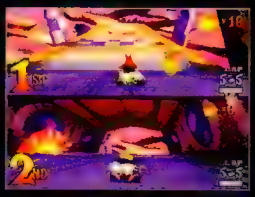
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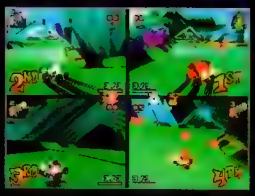

EVERYONE
E
ESRB
NAUGHTY DOG
I GOT YOUR
HAND SIGNAL
RIGHT HERE
BUDDY.



PlayStation







It's not driving. It's a motorized beat-down. Leave skid marks on 25 different tracks. Reduce your fellow drivers to roadkill. And if you're man enough to survive the hairpin turns, you'll score a TURBO boost. Unless, of course, you get 86'ed by a TNT crate. Plug in the Multi Tap adaptor and up to four players can race to the ugly finish. With over 12 playable characters in all. Basically, it's a full-blown war on wheels.

www.playstation.com

CTR

CRASH TEAM RACING

Once he gets behind the wheel, things get ugly.

PREVIEW

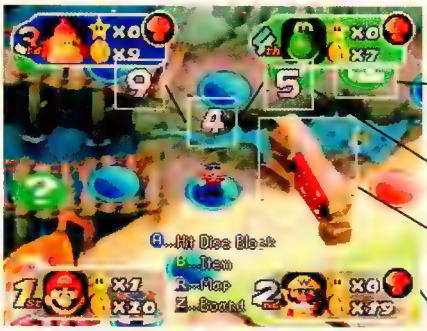


CHOCOPYCAT

Chocobo, never one to be original, is getting his own board game in Japan this winter (it should be out by the time you read this). Dice De Chocobo is to Mario Party what Chocobo Racing was to Mario Kart. What's next? Chocobo Platform Side-Scroller?

Mario Party 2

Publisher:	Nintendo
Developer:	Hudson Soft
Players:	1-4
Genre:	Miscellaneous
% Done:	100%
Release:	January 2000
Also On:	None
Web Address:	www.nintendo.com
The Good:	A few new ideas, like dueling and in-game item gathering.
The Bad:	One-third of the mini-games are rehashes.
And The Ugly:	Shawn Smith winning the crane game, even though he was watching the wrong character on the TV screen.



Nintendo and Hudson Soft spiced up the playing board a bit for the sequel. On the left, you can see:

1. New special spaces, like this slightly obscured treasure chest spot which gives you free items. Items like the Golden Mushrooms which...

2. ...let you move three die rolls' worth of spaces instead of one. Or, you may receive the key that allows you to...

3. ...pass certain locked gates to access new areas of the board. You can only carry one of these special items at a time. They're represented by...

4. ...this little icon right here.

This January, Nintendo will be bringing out the sequel you've all been dying for. Who cares about a new Metroid or Super Mario 64? Mario Party 2 is just the thing to keep us N64 owners happy (Yes, that's sarcasm you hear). It's not that we don't like the party cart, mind you. It's just a "kinda, sorta want" type of game we've been seeing a lot of lately from Nintendo (like DK64 or Jet Force Gemini), not a "really, really want" (when is Perfect Dark coming out again?).

If you never played the original, you missed out on a fun, multiplayer board game that was chock-full of imaginative mini-games. Now the sequel is here, complete with gameplay tweaks and new four-player competitions.

A few things have changed from the first outing. The biggest difference is the way items are handled. Instead of saving up coins to buy magical blocks or whatever after the game's over, everything is now located right on the board. You can find things like a bell that summons the mischievous Boo (to steal coins or stars from helpless opponents), mushrooms that let you advance up to three dice rolls' worth of spaces, or a mask to temporarily turn you into a coin-stealing Bowser. You can find these things in item shops (for a fee) or for free on item spaces, but they're only one-use items that don't carry over into your next game of Mario Party 2. In fact, the only permanent things you can buy with the coins earned in a game are the mini-games themselves. Gone are the purchasable Casino Banks, Random Blocks, etc.

Also new is the Koopa Bank. It collects five coins every time you pass it, then gives the pot to any lucky player who lands on one (it's sort of like the unofficial "Free Parking" rules of Monopoly). If you're playing on the hidden Bowser stage (which you have to open up by beating the other five game boards), however, the reverse happens.

This time around, the party is host to 64 mini-games—a few more than last time. Forty-four of them are brand-spankin' new, while 20 come from the original game (most are modified a bit). One of the new types is the Battle Mini-Game, which you get if you end up on a lightning space. Land on this baby and all players must donate an equal amount of coins, with the winner of the battle getting two-thirds of the pot and Mr. Second Place getting the rest. You can also have one-on-one face-offs. You're thrown into these special duels if you land on the same spot as another character during the last five rounds of play. The challenger posts the amount he or she wants to wager, and both players bet this amount. Winner takes all, of course.

Mario Party 2 has lots of new stuff and lots of old stuff, too. If you couldn't get enough of the original, then Mario Party 2 is just right for you. Read the reviews in this issue to see what the Crew (almost all fans of the original) have to say about the sequel.

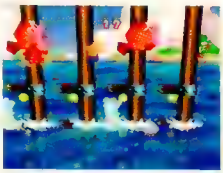
RETURNING GAMES

Oldies But Goodies



Twenty of Mario Party 2's 64 mini-games are remakes of popular ones from Mario Party 1. The differences are mostly cosmetic (different backgrounds, etc.), but some gameplay has changed as well. The mine cart race, for example, now takes place on a whole new course, while the Hot Bob-omb game requires a button press to actually catch the Bob-omb this time around. Shown above is a team (2-on-2) version of the Balloon Burst competition.

Oh—by the way—gone are the spinning analog stick games. Nintendo hinted at broken controllers and/or blisters as the reasons for the exclusion.







THE FATE OF THE WORLD IS IN YOUR HANDS.

LITERALLY.

Terrorism can strike anywhere. Especially now that the real-life intensity of Tom Clancy's Rainbow Six is available on the Game Boy Color video game system. Take command of an elite multi-national strike force and protect the world against the scourge of terrorism. Carefully choose your weapons and strategy then boldly execute your mission—and your foes—in real time. With Rainbow Six and your Game Boy Color you can really put terrorism down to size.

- Breathtaking combination of action and strategy never before seen on the Game Boy Color.
- Two game modes: top-down or first person when the action heats up.
- Execute assaults on terrorist installations with up to eight operatives.
- Night vision goggles to improve stealth in night time missions.
- Sniper mode to pick off enemies at a safe distance.



Tom Clancy's RAINBOW SIX

GAME BOY COLOR



ALSO ON NINTENDO 64

TEEN
CONTENT RATED BY ESRB

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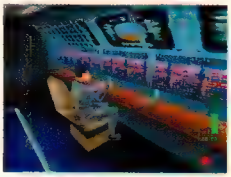
Red Storm ENTERTAINMENT

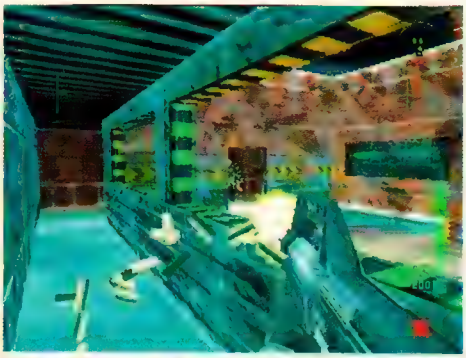
THE LATEST STATS

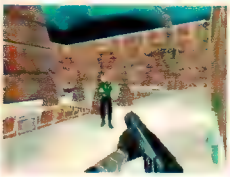
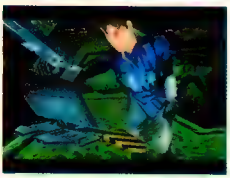
Perfect Dark will have: 60 minutes of cinemas, 10 deathmatch-specific arenas, 4 available bots (to go with four-player games, for a total of eight combatants), 3 difficulty settings and 0 *EGM* editors *not* playing the damn thing.

Perfect Dark

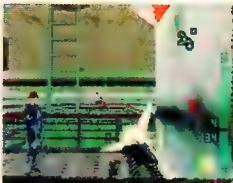
Nintendo just released these new screens of **Rare's** Perfect Dark. You should know by now that the game's been delayed until **April**. Peter Main, Executive Vice President of Sales and Marketing explains, "Nintendo and Rare have done a thorough review [of Perfect Dark]. With more development time, we're all convinced it will produce a considerably better product....With more time, it will look and play even better. We're sure when it does launch, that you'll say it was worth the wait."



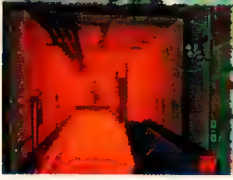
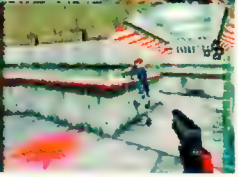







HARVEST MOON 64
Retire to the country for a new challenge in Harvest Moon 64. Hard work is rewarded as you struggle to build organically back to a traditional farm. Work the land, tick up additions and try to keep the neighbors, the occasional bandit and dog treat, and town festivals happy to keep your rainbow-trailed Harvest Moon 64 has all the charm of the original super Nintendo® classic, plus many surprises.
• Tons of vegetables and livestock featured
• One of the farm's five eligible women may prove to be the love of your life
• New items and skills, and more that increase in power as you advance there
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Serious Fun™
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Victor Interactive Software Inc
NATSUME

VIDEOGAMES.COM ONLINE POLL

Which is your favorite Pokémon? (Source: videogames.com online poll)

Mew - 12%

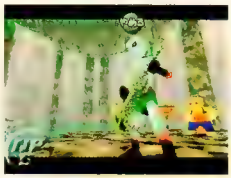
Bulbasaur - 15%

[illegible]

Charizard - 29%

Pikachu - 37%

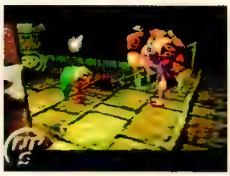
The Legend of Zelda Gaiden



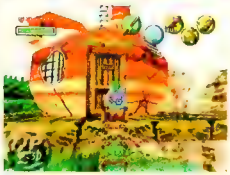


Although there's not much new to report on **Nintendo's** upcoming sequel to Ocarina of Time, the company did recently reveal at a toy conference in New York that the game will be their big holiday title for 2000. So, now we know when the U.S. version will be arriving...most likely **November**. As for the Japanese release, it's still on for March. Meanwhile, here are some new screens from Nintendo Power Source.







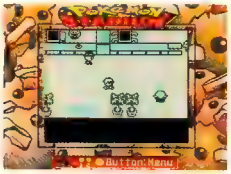


Pokémon Stadium

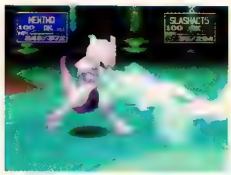




Nintendo will release Pokémon Stadium in **March**. It's co-developed by **HAL Laboratory**, and stars all 151 Pokémon (see preview in *EGM* #120). New to the game is a mode where you take photos of your favorite Pokémon to print out, much like in Pokémon Snap—only they stay still. Also, as you beat cups you get bonuses like the Doduo, allowing you to play the GB game twice as fast, or, after getting Dotrio,









All-Star Baseball 2001





What could **Acclaim** do to make this game any better? For starters they've added a Hall of Fame team with yet-to-be-named superstars from the past and present. The other biggie is an improved Arcade Mode. No doubt this was done to go head-to-head with its biggest rival on the N64—Nintendo's Griffey Baseball. Look for this, the prettiest baseball game ever, in **April**.

Fighter Destiny 2





Imagineer's sequel to one of the few decent N64 fighting games has 16 characters, a customizable fighting ring and several modes of play. These modes include a board game where you advance by defeating CPU opponents (earning new moves and skills along the way) and a rodeo-style game where you have to see how long you can last in the ring against an angry cow. **SouthPeak** is bringing out FD2 in **February**.

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DREAMCAST



Crazy Taxi
Simple is effective, the star of the latest EGM is one of the best arcade to home translations you could hope for. Good, old school fun.



NBA 2k
With all of the cool features we've come to expect from the Sega Sports brand. Unparalleled realism and drop dead gorgeous visuals.



Zombie Revenge
Imagine a cross between old school scrolling fighting games and Resident Evil. Another perfect conversion of a Naomi arcade game from Sega.



Time Stalkers
From the people that brought us the classic Genesis RPG, Landstalkers. Gorgeous visuals...and the added bonus of lots of VMU games.



Dead or Alive 2
The girls of Dead or Alive have always turned heads...but on the Dreamcast they look better than ever. Another great fighting game.



Legacy of Kain Soul Reaver
Crystal Dynamics' impressive gothic 3D adventure comes to Dreamcast with amazing visuals. Think Tomb Raider with vampires.



Grand Theft Auto 2
The insanely popular 2D gangster game gets updated, improved and enhanced for Sega's box. Not for children...or the feint hearted.



Fighting Force 2
The original may have been distinctly mediocre on PlayStation and N64, but the sequel has more of a Metal Gear look and some great visuals.



Street Fighter Alpha 3
The Street Fighter still seems to have what it takes. The Dreamcast version is the most perfect conversion to date. Invest in an Arcade Stick too.



ECW Hardcore Revolution
Acclaim's WWF Attitude engine gets overhauled and packed with up and coming ECW fighters. More extreme, more violent...more, more, more.



Jeremy McGrath SuperCross 2000
Motorcycle racing doesn't get a look in very often with video games, so if you're a fan of the sport it's worth checking out.



Toy Story 2
Activision and Disney Interactive's charming 3D platform game gets as close to the graphics in the movie as you could hope for in the DC version.

NINTENDO 64



Vigilante 8: 2nd Offense
Activision's popular car combat game gets updated with new cars, weapons and arenas. Bound to be popular with N64 owners.



Carmageddon 64
Another violent car game...this time in a translation of the worldwide hit PC game. Perform cunning stunts, and run over pedestrians.



Tony Hawk's Pro Skater
Phenomenally popular when it arrived on the PlayStation a couple of months ago, this is undoubtedly the finest skateboarding game around.



Pokémon Stadium
Train your Pokémon and load them up into your N64 withthe Transfer Pak so you can battle it out in glorious 3D.



Perfect Dark
The one everyone is waiting for. Due for an April release...the follow up to GoldenEye could well be one of the most successful games ever.



StarCraft 64
The conversion of the top selling PC real-time strategy game has been on the way for some time. Make sure you get yours first.

GAME BOY COLOR



Mission Impossible
One of the coolest products for the Game Boy ever. It's not just a game...turn your handheld into a mini PDA and remote control.



1942
Another old-school arcade game gets brought back to life on the Game Boy. The classic WWII scrolling shooter—just as you remember it.



Resident Evil
No-one believed it could be done...but the Game Boy version is incredible. The whole story...and even with speech.



Monster Rancher Battle Cards
Following the trend of monster-raising games making good card battle games, this aging franchise gets reinvented for Game Boy.



Battletanx
3DO's popular tank battling game comes to the handheld world with a distinctly old-school feel. Cruise around and blow stuff up.

PLAYSTATION



Fear Effect
"Eidos launches a new franchise with a cool Resident Evil like adventure featuring groovy anime style character art and Bladerunner like story.



Urban Chaos
Developed by ex-Bullfrog guys Mucky Foot, this 3D action adventure features huge levels and kick ass action. It's been a long wait...



Spec Ops
The 'sneak 'em up' genre expands still further with this military simulator ported from the PC. Plays a little bit like Rainbow Six.



WWF Smackdown
THQ picks up the WWF license where Acclaim left off and brings us one of the most impressive looking wrestling games yet.



Deception III
Tecmo's long lasting series continues. If you were a fan of the first two, you're going to want to get hold of this.



Gran Turismo 2
After numerous delays, it's finally here. The finest racing game of all time? With over 500 cars it's got lots more to choose from than the first.



Tombal 2
The follow-up to the popular platform adventure is now in 3D and features vast and complex levels. Something a little different for platform game fans.



Die Hard Trilogy 2
Follows the same format as the original...driving, shooting and 3D action. Completely new story though... nothing to do with the movies. Weird.



Macross VF-X 2
Big robots with big guns in this fast paced 3D action shooter from Bandai. Fans of the Robotech franchise will love it.



NBA Shootout 2000
989 Studios returns to basketball after a hiatus with a latecomer to the basketball scene. Look out for a new engine and new features.



Lunar 2
"The success and level of interest in the first Lunar assures that we get the sequel RPG fans should set some time aside for this.



Gauntlet Legends
Midway's popular update of the ancient arcade game brings the whole thing into 3D. Best played with three friends (or enemies.)

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The Coolest Recent Releases



NFL 2K
Possible the coolest looking sports game ever made, Sega's first new sports game marks the start of a great looking franchise



NBA 2K
"Another gorgeous looking sports game from Sega Sports, and pro-claimed a 'must buy' game in the pages of *EGM*.



Sega Rally 2
"Without shadow of a doubt the best racing game you'll see on Dreamcast for a while." *EGM* loved Rally 2 so much they gave it a Gold Award.



Tomorrow Never Dies
James Bond finally makes it to the PlayStation. Take some of the Bond attitude and mix it in with a healthy dose of Syphon Filter like gameplay.



Tony Hawk Pro Skater
Skateboarding games are the new fad...but few even come close to the quality of Neversoft/Activision's Tony Hawk. Looks great...plays great.



Medal of Honor
"This one's a classic." The finest 3D shooter on PlayStation more than deserves its *EGM* Gold Award...a great story and thrilling gameplay.



WWF Wrestlemania 2000
THQ's latest wrestler offers some fine features...and received a Silver Award from the Review Crew at *EGM*. WWF fans should check it out.



Donkey Kong 64
Nintendo's big hit for Christmas has been eagerly awaited for months. See what all the fuss is about...and get an expansion pak with it.



WWF Wrestlemania 2000
If you love wrestling so much that you have to take it with you, the latest portable brawler is here for you to get your hands on.



Toy Story 2
All the fun of the hit Disney movie crammed down and packed into a portable sized package. Sure to be a big hit with the kids (of all ages).

What I Want:

	DREAMCAST	PRICE	FREQ. BUYER POINTS
❑	Crazy Taxi	$49.95	50
❑	NHL [illegible]	$49.95	50
❑	Zombie Revenge	$49.95	50
❑	Time [illegible]	$49.95	50
❑	Dead or Alive 2	$42.95	43
❑	Legacy of Kain Soul Reaver	$42.95	43
❑	Grand Theft Auto 2	*	*
❑	Fighting [illegible] 2	$42.95	43
❑	Street Fighter Alpha 2	$44.95	45
❑	ECW Hardcore Revolution	*	*
❑	Jeremy McGrath Supercross 2000	$43.95	44
❑	Toy Story 2	$39.95	40
	NINTENDO 64		
❑	Vigilante 8: 2nd Offense	$48.95	49
❑	Carmageddon 64	$54.95	55
❑	Tony Hawk's Pro Skater	$48.95	47
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❑	Lunar 2	$42.95	43
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❑	Sega Rally 2	$49.95	50
❑	Tomorrow Never Dies	$59.95	60
❑	Tony Hawk Pro Skater	$56.95	57
❑	Medal of Honor	$37.95	38
❑	WWF Wrestlemania 2000	$34.95	35
❑	Donkey Kong 64	$38.95	39
❑	WWF Wrestlemania 2000	$26.95	27
❑	Toy Story 2	$27.95	28
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TRIVIA TWOS

4 Including PS2, the number of U.S. consoles called "something two." The others are the Sega Master System II, Intellivision II and the Odyssey 2. This proves it's really difficult to come up with names for video game systems.

Tekken Tag Tournament

Here are the newest screens from **Namco's** blockbuster beat-'em-up, Tekken Tag Tournament. In these screens you can really see the detail put into the characters—an attention to detail that rivals even the amazing job the company did on the Dreamcast version of Soul Calibur (which is still heavily played in the *EGM* offices daily). This is going to be the PS2's killer app, available on the day it launches in Japan, **March 4, 2000**.

















Ridge Racer V

Namco's Ridge Racer V (formerly Shin Ridge Racer) is set for the green light in **March** when the PS2 launches. Added to the usual mix of daylight courses are a few night ones, as well.









Evergrace









Originally planned for release on PlayStation 1, **From Software's** Evergrace has found a new home on PS2. Several games have already made this jump—another being Capcom's feudal action title Oni Musha. Evergrace is considered a 3D real-time RPG, and is currently set for a **spring** release in Japan. You star as Yuterald, a grown-up Cloud-looking character who carries a big-arse sword on his back. A "dress-up" mode allows you to change what clothes the characters wear.

International Superstar Soccer







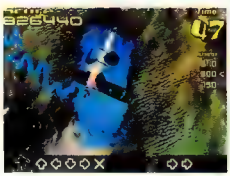
Konami's soccer titles have been around since the 16-Bit days—the PlayStation and N64 versions being the most popular. Now, Konami is taking the good ol' game of football to the next level on PlayStation2. Judging from what we've seen so far, this game will be the most realistic-looking ISS ever and will out eye-candy Sega's Virtua Striker 2. It's so detailed that you can see the individual laces on each player's shoes. As with Konami's previous versions of the game, it will feature all the requisite team and league licenses and stadiums. International Superstar Soccer is set for release around the PS2's Japanese launch in **March**.

Sky Surfer

We've seen snowboarding and hoverboarding on video game systems, so what's next? How about the mix of sky diving and snowboarding called Air Boardin', featured in **Idea Factory**'s PS2 launch title Sky Surfer? You jump out of a plane and ride your board, performing tricks and rackin' up mad points as you fall. Just don't forget to release your parachute. Sky Surfer makes a crash-landing in Japan in **March**.



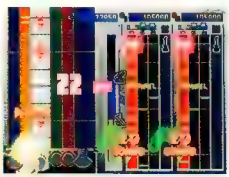


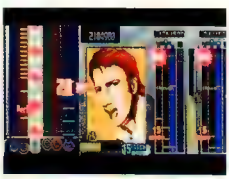




Drum Mania

If you're an armchair drummer or wish you could turn that finger tapping into real musical skill, **Konami's** Drum Mania might be for you. A new feature has been added to the game so that three players can play at the same time—one on the drums and two on guitar (like the hook-up the arcade machine has with Guitar Freaks) on the same screen. This is one of the PS2's launch titles for **March**.









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Kick some tail in four different modes

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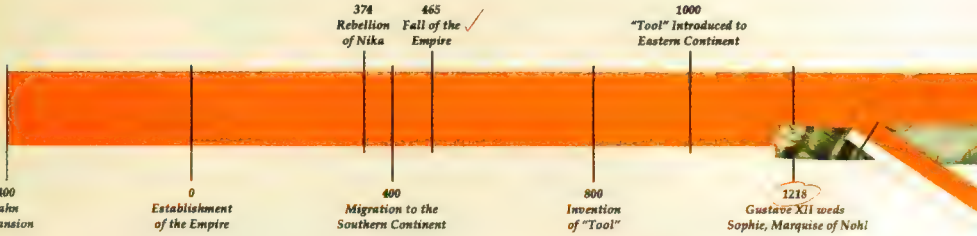
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PlayStation

History of the GUSTAVE Empire



The story of the GUSTAVE Empire belongs to a time when the people used the magical power called "Anima" to conjure mighty spells.

The Kingdom of Finney was ruled by Gustave XII. Gustave XII was attacking the Marquis of Otto when GUSTAVE XIII was born to himself and his wife, SOPHIE DE NOHL. Gustave XIII was destined to be the heir of the throne. He would later have a brother named PHILIPPE and a sister named MARIE.



fig. 14: The Royal Family Gustave

When Gustave XIII turned seven, he participated in the FIREBRAND CEREMONY in which he was to prove his worth to become the heir of the throne. During that ceremony, Gustave XIII found that he had not the power "Anima." Because of his inability to use Anima, Gustave XIII, along with his mother Sophie, were exiled from the Kingdom by the King. Philippe and Marie would never see their mother again. Philippe was terribly saddened by the loss of his mother and blamed Gustave XIII for this. While he still had the pride of Royalty, Gustave XIII became a target of contempt resulting in his twisted personality.

When Gustave XIII turned 19, his mother Sophie passed away. Gustave XIII attacked and seized the DUKEDOM OF WIDE upon turning 20.

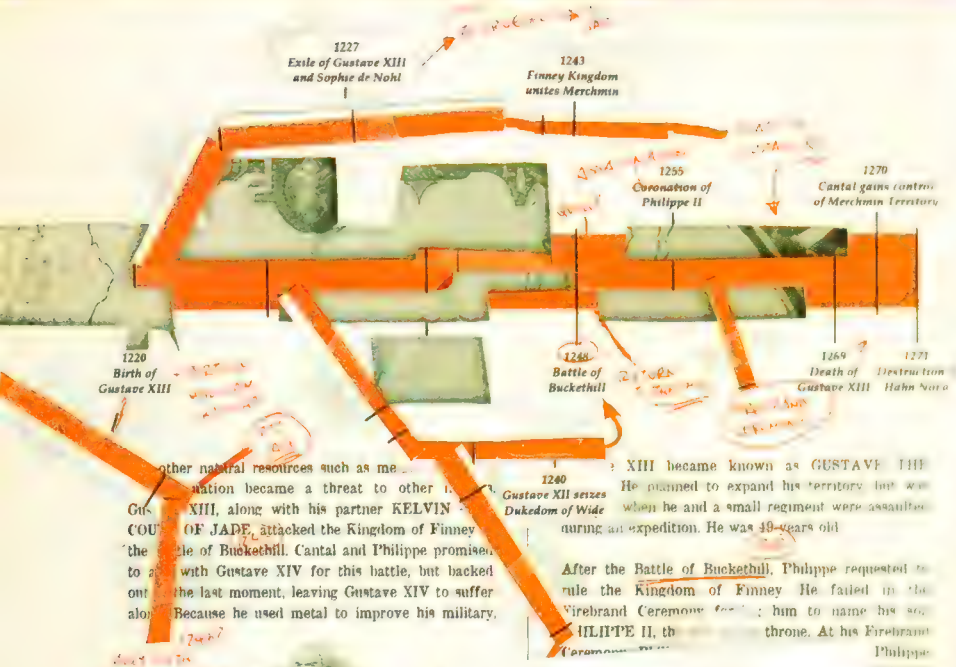


fig. 15: Gustave XIII (the younger) age 15

After he exiled his wife and child, Gustave XII remarried and had another son. He named the newborn GUSTAVE XIV who would eventually become the King of Finney after Gustave XII died.

Philippe became the Marquis of Nohl after Sophie passed away. Marie was forced to marry CANTAL, the new Marquis of Otto, for political reasons. Gustave XII seized one-half of the Otto territory in return.

Gustave XIII became the hero of those who did not have Anima. Instead of relying on the power of magic, he and his partners developed skills to use machines



other natural resources such as me ... nation became a threat to other ... Gu... XIII, along with his partner KELVIN ... COU... OF JADE, attacked the Kingdom of Finney ... the ...le of Buckethill. Cantal and Philippe promised ... to a... with Gustave XIV for this battle, but backed out ... the last moment, leaving Gustave XIV to suffer alon... Because he used metal to improve his military,

... XIII became known as GUSTAVE THE ... He planned to expand his territory, but was ... when he and a small regiment were assaulted ... during an expedition. He was 49-years old.

After the Battle of Buckethill, Philippe requested to ... rule the Kingdom of Finney. He failed in the ... Firebrand Ceremony for ... ; him to name his son ... HILIPPE II, th... throne. At his Firebrand ... Philippe ... word used ...



fig. 16: GUSTAVE THE STEEL

SHAPE HISTORY OR BE HISTORY

SaGa Frontier 2

... Gustave ... I in the ... y. In the ... e Count ... Kingdom ... Gustave ... STAVE ... by his ... ay. He ... Quell ... hat has ... amount ... known as ...

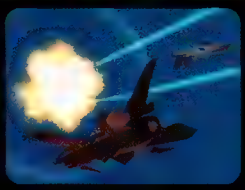
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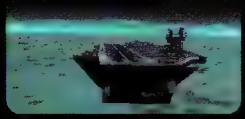
• You're in the Kill Zone. Engage in maximum dogfighting action. Climb in the cockpit of 22 cutting-edge aircraft. Fly in 36 furious missions; air-to-air, air-to-ground, air-to-sea, even into the stratosphere.

• For the 1st time on the PlayStation® game console - Pilot your fighter during mid-air refueling or opt for the autopilot.

engage

•• DISC 2





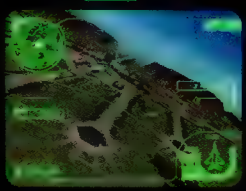
DISC 3 •••

• Night Fight. Instrument Landing Systems and night carrier landings are all mission critical when you're dueling after dark.



destroy

• Lock and Load. The all-new 3D Virtual Cockpit mimics the exact movements of the pilot's head during combat, so the player never loses sight of the action.



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ACTUAL IN-GAME SCREENSHOTS.

PREVIEW



STRATISFACTION GUARANTEED™

Fitness buff Trish Stratus just signed a multi-year contract to be WWF's newest "sports entertainer." Wrestling just got a whole lot more entertaining. (www.trishstratus.com)

WWF SmackDown

Publisher:	THQ
Developer:	Yuke's
Players:	1-4
Genre:	Action
% Done:	65%
Release:	March 2000
Also On:	None
Web Address:	www.thq.com
The Good:	The story line stuff is gonna make you feel like part of the wonderful world of wrestling.
The Bad:	Create-a-player is still sub-par.
And The Ugly:	These are WWF wrestlers. They're all fugly.













The backstage areas (five of 'em, see above and left) aren't random like they are in Mayhem. You can decide where to go.

STORY LINE

Choose Your Own Adventure



SmackDown's one-player game is a notch above the rest. All sorts of stuff can happen during a season:

- Wrestlers can approach you to join their groups. Your decisions will determine whether you're a "good" or "bad" guy.
- You may get attacked in the backstage areas, before you even enter the ring.
- Vince McMahon might come out and assign a special referee to one of your matches. This may be a friend or foe, depending on your relationship with McMahon!

PlayStation folks always got the crappy end of the stick when it came to THQ wrestling games. Nitro? Thunder? No thanks. Give us Revenge or Wrestlemania any day. But now, with Yuke's (they're famous for their Touken Retsuden wrestling series in Japan) on PS development duties for THQ, you may forget all about the word "Acclaim."

First, let's talk about how the game looks. The venues look great and are incredibly detailed. You can almost see into the far, beer-drenched corners of the stadiums. You'll notice other nice little touches, like the multiple shadows from the arena lights to how realistically the ropes react as 260-pound men bounce around the mat. The character models themselves are pretty decent; they're smoothly animated. The collision detection, one of the biggest problems with today's wrestling games, also seems to be fairly accurate at this point of development.

SmackDown belongs to the "simple gameplay" school of thought. In other words, you won't have to memorize any joystick combinations like you have to for Nitro, Thunder, War Zone or Attitude. It's just a simple button press and an up, down, right or left for most of your moves. In those regards, SmackDown plays more like Mayhem or Wrestlemania than anything, which is a good thing if you just want to jump right into the ring and start piledriving with any of the game's 35 characters.

THQ and Yuke's made extra sure to not only deliver a solid game engine, but a truly satisfying wrestling experience as well. Story line (the only reason why this "sport" is so damn popular) plays a big part in SmackDown (see sidebar for more details). You can also play in special referee matches (as seen on television). These guest officials may help or hinder you. If you have an extra controller, you can even play as the ref!

From what we've seen so far, SmackDown is better than all competing products on the PlayStation, except in a couple of areas. First, the game doesn't move as fast as Mayhem does (perhaps that title's best quality). Second, the create-a-wrestler bit still isn't up to Acclaim's standards. "This create-a-wrestler mode will be deeper than Wrestlemania's," says Sanders Keel, producer on WWF SmackDown. "But we wanted to concentrate on the one-player game, the moves and the realism, not a create-a-wrestler mode that will let you make big and goofy clowns." Wait a minute. Aren't all pro wrestlers, in essence, big and goofy clowns?

If you still like wrestling games, you will not be disappointed when SmackDown arrives this March. It plays very well and has raised the bar for the genre with a very involving one-player experience. From what we've seen so far, this will be the ultimate wrestling title for the PlayStation.







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VIDEOGAMES.COM READER POLL

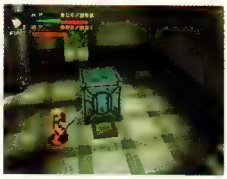
Which of the following future Namco titles are you most excited about?

- Tekken Tag Tournament (PS2)
- Ridge Racer V (PS2)
- Dragon Valor (PS)
- Ace Combat 3 (PS)
- Soul Calibur 2 (Arcade)
- Crisis Zone (Arcade)



Dragon Valor

Publisher: Namco
Developer: Namco
Players: 1
Genre: Action/RPG
% Done: 65%
Release: May 2000
Also On: None
Web Address: www.namco.com
The Good: A wide variety of physical and magic attacks.
The Bad: The dungeon's monster population is lacking.
And The Ugly: It won't take long for the music to get on your nerves.



In order to make it through the dungeons, you'll have to solve these mind-bending "push block over switch" puzzles.



Yes, Dragon Valor does indeed have giant, fearsome dragons.

With all the attention Namco's fighting games have been getting recently, one might forget the fact that they actually make games other than fighters and racers. A far cry from Soul Calibur, the upcoming Dragon Valor is reminiscent of Square's 1998 action-RPG Brave Fencer Musashiden.

The branching story line tells the tale of Clovis, a man on a quest to avenge the loss of his sister and hometown to Rage, the dragon. For the duration of the first chapter, you assume the role of Clovis. Depending on your actions here, you'll meet up with one of two women. After this chapter, you control your son (whose name depends on who you marry), who was the result of the aforementioned meeting. The abilities of your son as well as the dragons you encounter during the game depend on how well you performed as Clovis.

The basic gameplay can be best described as a combination of Brave Fencer Musashiden and Zelda 64. Within the many dungeons are puzzles that must be solved in order to progress. Most of these puzzles are fairly simple and involve moving large blocks over switches to open gates. Clovis and Clovis, Jr. have a variety of physical sword attacks, including a three-hit combo, a dashing thrust and a Zelda-esque charged swirl attack.

Upon defeating boss characters, you acquire colored books granting you eight different forms of magic: heal, fire, thunder, ice, defense, stealth, vortex and mine. When enemies expire, they leave behind money called Val. You can use the Val you collect to purchase and sell items, MP or HP in various shops throughout the game.

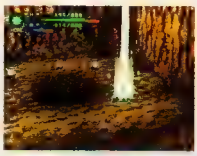
The biggest difficulty gamers will have to overcome is the camera system. While not a completely static camera, you can't control the angle at which you view the action. This could lead to missing important power-ups and Val or being unable to see an incoming enemy attack (missing platforms and plunging into the lava below is also a bit frustrating). Dragon Valor has already been released in Japan, and is set for a May release in the U.S. If you've been looking for a Zelda-type game on the PS and weren't satisfied with Legacy of Kain, Dragon Valor may be worth checking out.



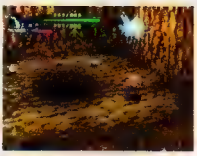
USEFUL TOOLS

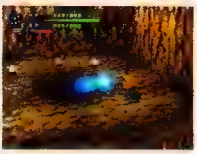
Magic Man

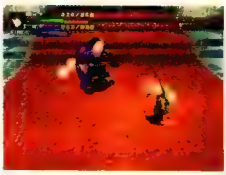
There are oodles of spells at your disposal.

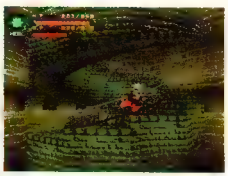














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PlayStation

TEEN T

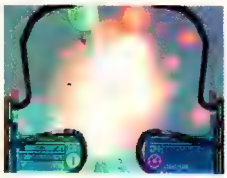
SOUTH PEAK INTERACTIVE

PREVIEW

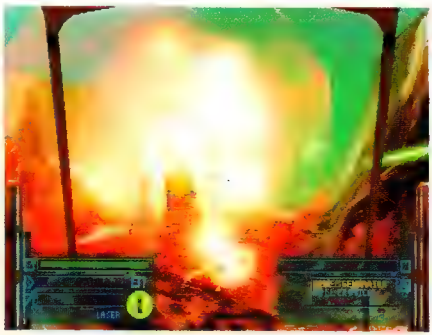
CW Vengeance Vs. CW Red Sun		
Number of missions:	41	50
Number of fighters:	5	8
Number of weapons:	20	32
Number of FMV scenes:	26	28
Number of bosses:	4	5

Colony Wars: Red Sun

Publisher: Psygnosis
Developer: Psygnosis - Leeds
Players: 1
Genre: Action
% Done: 70%
Release: March 2000
Web Address: www.psygnosis.com
The Good: Finally, you can save after every mission.
The Bad: Graphics during planetside levels are a wee sluggish.
And The Ugly: The pile of busted PlayStation joypads left behind after Crispin finished reviewing the frustratingly tough Colony Wars: Vengeance last year.



Although most of the missions are still set in space, the new team at Leeds sped up the terrain engine.



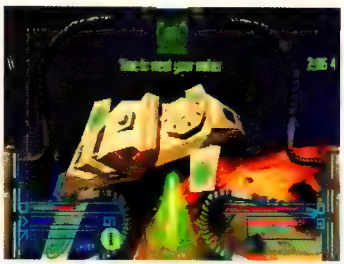
So, Red Sun packs more planetside sorties than Vengeance—about 14 in all. Of course, things blow up real nice in both environments.

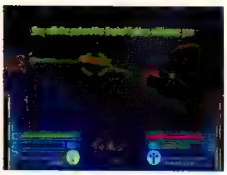
Don't feel like a wuss if you thought Colony Wars: Vengeance was a little too hard and a lot too frustrating. Even the Psygnosis team working on its sequel, Colony Wars: Red Sun, found the game a tad trying. Good news, though: They're fixing the one thing that made the first two games such a pain in the pants. "A lot of people complained that you couldn't save after every mission in Vengeance," Psygnosis game designer Mark Green told us. "So we've changed that in Red Sun. And if you fail a mission now, no problem, because most missions are just contracts you choose, and failing them has no effect on the overall story line. You just don't get paid."

But we're getting ahead of ourselves here. Red Sun is set during the same war-torn time frame as Vengeance. You play a pilot named Valdemar, who lives on the ass-end of the galaxy, far from the fracas between the Navy and the League. Valdemar is a mercenary and scoundrel; he'd probably make a good bowling buddy for Han Solo. But ominous dreams plague your character. He feels driven to investigate a silverfish-shaped ship called the Red Sun—a craft somehow tied to the fate of the galaxy.

Psygnosis, wanting to give the series a fresh spin, assigned development of the game to a new team at its Leeds Studio. Now, Red Sun features an impressive score performed by a live orchestra. The developers have also taken Vengeance's code and tweaked it—especially the ground-based missions, which look better despite some choppiness. Overall, Red Sun still pretty much looks the same as Vengeance, but that's OK, because it's the gameplay that's been overhauled. "This game maintains the same speed and frame-rate as Vengeance," Green said, "but the ships are slightly slower, so you get more shots on enemies and feel more like you're in a dogfight. Plus we've added more turrets on the big ships and they all animate and track you rather quickly, so you have to make proper strafing runs now." Many weapons now damage both the shields and hull of enemy ships, so you're not forced to switch between guns if you've equipped the right hardware.

The big improvement to Red Sun is its new mission structure. Instead of dumping you down a branching path of missions like in the previous games, Red Sun lets you choose your sorties (see sidebar). And mission variety looks once again to be the best thing here. One level has you blasting weaponry off dinosaurs (although you can't shoot the creatures themselves, since they're a protected species). You'll even go on missions through subspace, a region similar to hyperspace in *Babylon 5*. Sounds to us like a wild ride.





Like its predecessors, Red Sun packs clever missions. The stage seen at left has you tailgating cargo to fool enemy security scans.

Your Choice



Unlike in previous games, your character in Red Sun works for nobody but himself. And the nice thing about self employment is you can pick which missions you want to fly. The game is divided into five solar systems, each of which offers a variety of contract missions. Choose the ones you want, complete them and you'll earn money you can spend on new ships, weapons or performance-boosting gadgets. Note that some missions have the letter P next to them. These stages must be completed to advance the story and trigger new FMVs. Every world has a certain number of P missions you'll need to clear to move on to the next planet and its new levels.

ALL THE

TEAMS

ALL THE

DRIVERS

ALL THE

TRACKS

THE OFFICIAL

1999 F1 SEASON

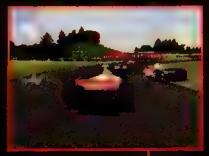
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PlayStation

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PREVIEW



POCKET SAGA

SaGa Frontier 2 features two PocketStation mini-games, COMBO Pocket and Go! Go! Digger. Now if only Sony would release the darned thing...

SaGa Frontier 2

Publisher:	Square EA
Developer:	Square
Players:	1
Genre:	RPG
% Done:	90%
Release:	February 2000
Also On:	None
Web Address:	www.squaresoft.com

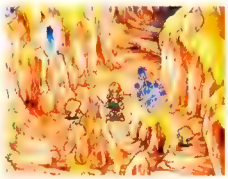
The Good: The hand-drawn graphics are simply beautiful.

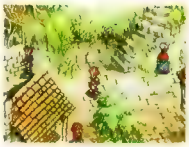
The Bad: It'll take you months to fully explore every possible scenario path. Got some free time?

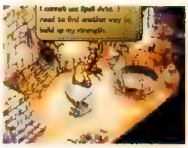
And The Ugly: If you want ugly, go play the original SaGa Frontier. Bleah! What a disaster...











The most noticeable improvement in SaGa Frontier 2 over the previous SF game is in the graphics department. SaGa 2's beautiful hand-drawn graphics make the ugly prerendered backgrounds of the original look archaic by comparison. Fortunately, that's not the only area that has been improved. The gameplay is much tighter and more enjoyable this time as well.

Those of you who were disappointed by the original SaGa Frontier, with its confusing story lines, drab graphics and boring gameplay will be happy to know that Square has gone back to the drawing board for its sequel. The result is an entirely new game that bares almost no similarities to its predecessor other than its battle system and the fact that it shares the SaGa Frontier name.

SaGa Frontier 2 is definitely one of the more original RPGs we've seen. For starters, the entire game is hand-drawn, providing a distinct look and feel unlike any other game before it. The graphics are absolutely beautiful. The way the game progresses is unique as well; you advance through the story via dozens of "Events," or chapters in one huge history book. These Events vary in size and scope (some are merely story-based and last two minutes, while others involve lots of gameplay and last over a half hour), and as you progress through the game, the paths that you choose will determine which characters you meet up with and ultimately, how the story ends.

SaGa Frontier 2 offers three different types of battles—Team (your typical RPG party vs. party battle), Duel (a one-on-one fight with more specific attack commands and combos) and Strategic (a very cool army vs. army battle that plays out like a cross between Final Fantasy Tactics and Ogre Battle). Before most battles you can choose between Team and Duel; the Strategic battles come at set points in the game. Building your characters through battle is a bit different than in most RPGs. Rather than gaining experience, stats go up individually after each battle. Special attacks are learned through repeated weapon use, and weapons will expire over time. By combining Weapon Arts (weapon-based skills) with Spell Arts (magic-based skills), up to four party members can participate in combo attacks that do devastating damage. Needless to say, the battle system is pretty in-depth. More importantly, it's a lot of fun.

RPG fans will no doubt want to keep a close eye on SaGa Frontier 2. While it may not leave you awestruck the way Final Fantasy VIII did, its vivid graphics, interesting story and solid gameplay should provide enough satisfaction for even the most jaded RPGer. Look for it in stores this February, and check back next issue for our reviews.

FIGHT STYLES

Pick A Fight

From top to bottom, the three different styles of battle you can choose from in SaGa Frontier 2: Team, Duel and Strategic. Each has its own unique style.

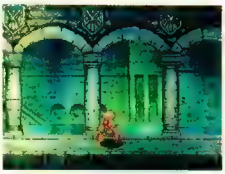




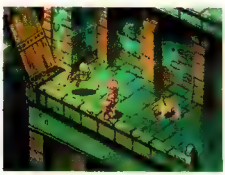




The various Events that you can choose from are selected from regional maps that make up the world of SaGa Frontier 2.









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Which Street Fighter series is the best?

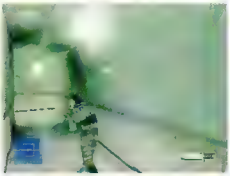
The Alpha line - 4228

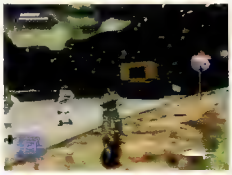
The III games - 550

The EX games - 585

The II games - 2484

Syphon Filter 2





No one expected the original Syphon Filter to be as spectacularly popular as it turned out to be, but **989 Studios** was so pleased with selling more than a million copies, that they've been rushing to bring a new game out as soon as possible. Currently scheduled for a **March** release, this could well be the first mega-hit for PlayStation in 2000.

So what's different this time? Well, Gabe's been given a huge new arsenal of goodies to play around with—plus he can jump now, an ability that was oddly missing from the original game. Two-player support has been added, and there are 15 different arenas that you can run around and blow up a buddy in. Gabe's partner, Lian Xiang, is now a playable character, and you get to play as her in eight of the 20 levels that come on this two-disc set.

Street Fighter EX 2 Plus









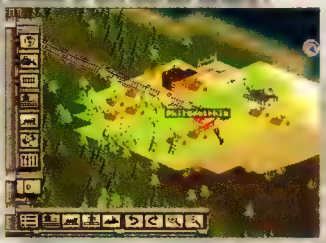


It took awhile, but **Capcom** is finally bringing the sequel to one of 1997's best fighting games home. Street Fighter EX 2 Plus is not only a ridiculously long title, but a product of Street Fighter alumni and former programmer, **Arika**. The sequel introduces characters like Blanka to the world of 3D for the first time. Already released in Japan, SF EX 2 Plus is being readied to ship in the **first quarter of 2000** in the U.S.

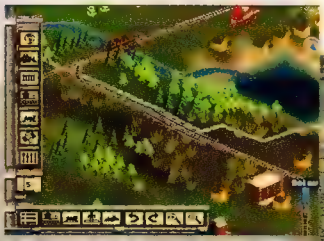
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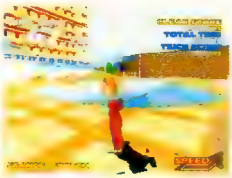
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EXTREME BOB VILLA

Want to build a skateboard ramp? Then check out Heckler on the Web for info on what sorts of tools you'll need, colorful safety tips, suggestions on ramp types and much more: www.bayinsider.com/partners/heckler/

Street Sk8ter 2

Forget snow—we want *land*-based extreme sports! The sequel to the entertaining skateboarding original is coming from **Electronic Arts** and **Micro Cabin**. While this installment in the series provides a number of impressive new skaters, boards, tricks, tracks and modes (including a four-player turn-by-turn mode), the create-a-skatepark mode will most likely be the game's most winning feature. Look for it in **March**.

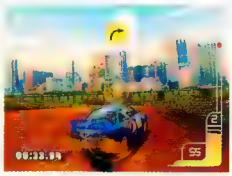






Colin McRae Rally

It was an odd choice for **SCEA** to release this one. **Codemasters'** rally game has been around for some considerable time in Europe—so long in fact that young Colin has switched teams from Subaru (as featured here) to the new Ford Focus team—making this game out of date. Still, it's an excellent rally sim, and has received rave reviews around the world. Watch out for this one in **February.**





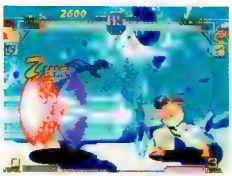

Marvel vs. Capcom

Capcom's third Versus game is due to arrive on the PlayStation in **January**. Like with the previous two chapters, you won't have full tag-team capabilities here. But for this installment, you will have a choice of Partner Heroes Mode (you pick a normal partner for nothing but tag-team attacks and counters, without the actual "tag teaming") or Special Heroes Mode (you get a run-in, "guest" partner only). Only the Crossover Mode will allow tag teaming AND run-in partners, but both players must have the same two primary characters. Oh, and the neato super cancels are back as well (where you can cancel one combo to link in another).

Needless to say, pick up the DC version if you want the full, unhacked MvC experience.

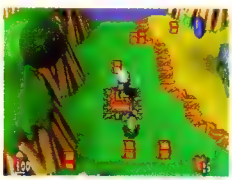
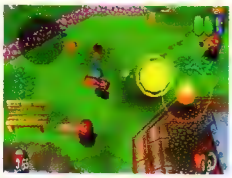
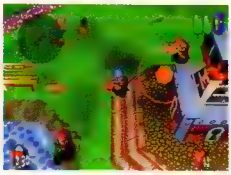






Team Buddies

Here's an odd little game in which you lead an army of weeble-shaped "buddies" on an attack mission against other unfriendly buddies. You build up your forces by arranging blocks on a grid. Yeah, it's really weird but it's one of those unique niche games that might just work. Think Bomberman meets Lemmings spiced up with a little combat action as well. Two-player is the best way to play this cartoon-inspired game. **Psygnosis** will release Team Buddies in **March 2000.**


Need For Speed: No Limits









Wow, lots of new stuff in this one: Over 50 vehicles, 4-player multi-tap compatibility, five countries with around 40 tracks, and more. Play Modes include a mission-based challenge in which points are awarded for achieving a lengthy set of driving skills. An in depth Career Mode is on tap as well. Look for this **Eden**-developed, **EA** title come **spring**.

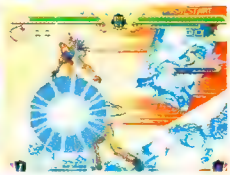
JoJo's Bizarre Adventure

Capcom's CPS III 2D fighter, based on the popular Japanese anime and manga series, comes home to the PlayStation this winter in top-notch form. While not as loaded as the Dreamcast version, JoJo for the PlayStation is a better port than anyone thought it could be—it also includes a new story mode and characters from the two JoJo arcade games. This is set for a **February** release.













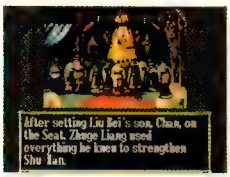
1,000 YEARS

The Medieval period in Western Europe (knights in shining armor, people hitting each other with swords and going on quests) began in the fifth century and lasted until the end of the 15th century. That's a long time in a metal suit.

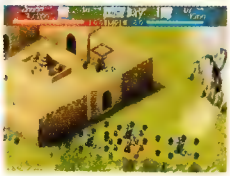
Romance of the Three Kingdoms VI

Open your **Koei** Chinese history books to chapter VI of the RTK series, subtitled Awakening of the Dragon. This one- to eight-player PlayStation-exclusive historical war sim has new military units, an improved battle system and a mix of full-length and short missions. Koei also promises some sweet PS2 Kessen video footage on the final RTK VI disc, due out in **February**.









MediEvil 2

SCEE's (Sony Computer Entertainment Europe) surprise hit MediEvil was tremendously well-received when it was released over a year ago, so it's little surprise that a sequel has been in the works ever since. Again using a unique visual style somewhat similar to Tim Burton's *Nightmare Before Christmas* this vast 3D platform/adventure hybrid should be with us in American stores sometime in the **first quarter 2000**. If you've not played the original, think Ghosts & Goblins in 3D.





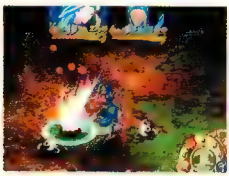


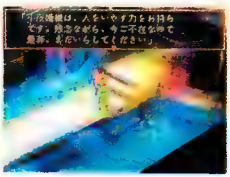


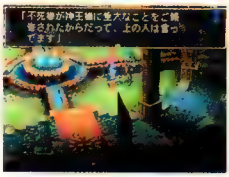
Kamurai

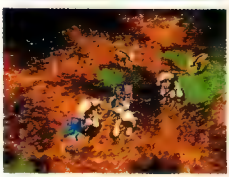
Namco follows the release of Dragon Valor with Kamurai, a 3D turn-based RPG. There are six gods who live in the realm of the sky, and like the immortal myths of the Greeks, they protect and meddle in human affairs. New RPG aspects include the Mind and Will and script-zapping systems. The Mind and Will system affects how efficient your characters follow instructions in combat; a weak will may turn the tide of battle. The zapping allows players to uncover two simultaneous plots—one as a human, the other as a god. Namco has already dubbed Kamurai their "God RPG," and it'll be interesting see how this may influence other games. Character designs in the game were done by Haruhiko Mikimoto, best known for his work on Macross, Gunbusters and Gundam 0080. Kamurai will be out sometime in **2000**.













Fun! Fun! Pingu



Fun! Fun! Pingu, from **Sony Music Entertainment**, is our official cute game of the month. You play as a penguin who has to cope with life in the Antarctic. The game is divided into chapters, each with a handful of daily tasks that Pingu must complete. These tasks range from the mundane (fishing for food, going to class) to the absurd and silly (jump up and down on a couch). PocketStation support that allows you to take your penguin on the road. Fun! Fun! Pingu is out **now** in Japan.







Parasite Eve II

Here are more screenshots from Parasite Eve II, **Square's** sequel to their popular "cinematic RPG." Aya, having been deemed the biohazard whiz kid, has been assigned to M.I.S.T. (Mitochondria Investigation and Suppression Team). Enemies in Parasite Eve II will be smarter, and use environments to their advantage during combat. Square plans to release Parasite Eve II on **Dec. 16** in Japan. God bless the ring.











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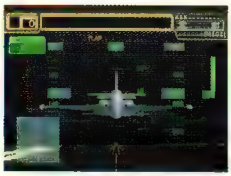
Jet de Go!



Jet de Go! is the latest "driving simulation" in **Taito's** Go! series. In Japan, the popularity of the Go! games rival that of Lara Croft. Taito's original driving simulation was Densha de Go!, a game that put you in the role of an electric train conductor. Jet de Go! will have similar criteria and goals as the previous Go! games as you fly your commercial airline and meet landing schedules. Jet de Go! will also come optionally packaged with a special controller for 6800 yen. Look for it in **February.**



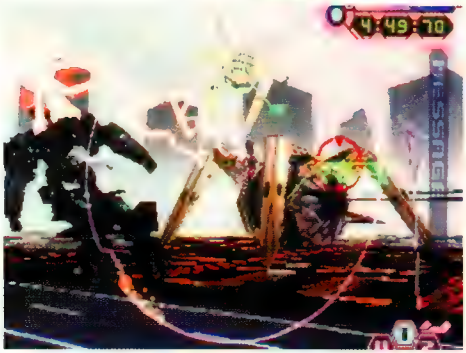




Love & Destroy



Sony's latest action game is a 3D mech combat affair that takes place in the first-person view. The action should be straightforward, despite the strange title of the game. L&D comes out in **December.**



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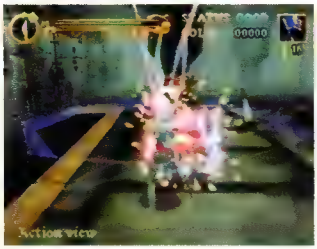
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Morph into a powerful werewolf and unleash an animalistic fury on those less fortunate.



Unlock secret characters and experience new storylines, bosses, and levels.



Journey back in time and witness the rebirth of Dracula's evil empire.





PREVIEW

Pokémon Gold/Silver

Publisher:	Nintendo
Developer:	Game Freak
Players:	1-2
Genre:	RPG
% Done:	100% (Japan)
Release:	Available now (Japan) Fall 2000 (U.S.)
Also On:	None
Web Address:	www.nintendo.co.jp www.pokemon.com

The Good: One hundred new Pokémon, new art, better battle system, real-time, more strategy!

The Bad: Waiting almost a year for the U.S. versions to be released.

And The Ugly: The frenzy for Pokémon games will never stop. At least not until after this game.







The evolved form of Onix versus Waninoko's third form (far left). Entering a gym (top), Pikachu fans (bottom left), and Mereep vs. Ladyba (right).

NEW BEGINNINGS

Pokéwho?

Dr. Utsugi gives you a choice between three new Pokémon at the start of the game. Here they are:



Hinoarashi
#155
Fire type
Height: .5m
Weight: 7.9kg

With a flame mohawk shooting from his back, this lil' guy is one tough Poké!



Waninoko
#158
Water type
Height: .6m
Weight: 9.5kg

A small alligator who evolves into a mighty, Godzilla-like monster.



Chikorita
#152
Plant type
Height: .9m
Weight: 6.4kg

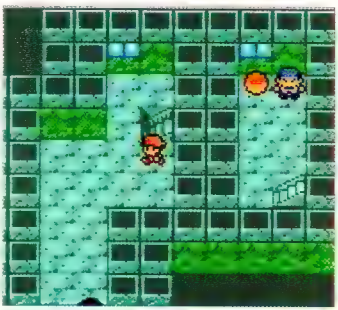
A plant-type Pokémon with a leaf growing from his forehead.

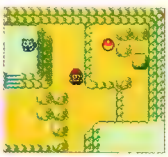
Color? Yes, but there's a lot more new in Pokémon Gold and Silver. This is the true sequel to the original Pocket Monsters game which debuted in Japan five years ago. *Note: Names and places used in this preview are from the Japanese version of the game and will likely change when it is released in the U.S.*

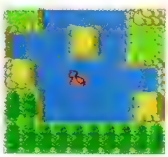
You begin your journey in Wakaba Town, where you say goodbye to your mother and grab one of three Pokémon from Dr. Utsugi (see sidebar for the descriptions of the three).

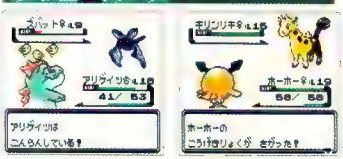
There are a total of 251 Pokémon in the new games—151 from the first, and 100 new. Some of these are pre-evolved forms of popular monsters like Pikachu, Electabuzz and Clefairy. Get a male and a female of those and take them to a farming couple which breeds Pokémon and you'll get an egg about a half hour later (see sidebar). Eevee can evolve into two additional forms—a psychic Eevee and a dark Eevee. Gold and Silver have two new types of Pokémon—Dark and Steel, in addition to later evolutions of some monsters like Onix and Slowbro. Special versions of different monsters will turn up during the game too, and you'll only have one chance to catch them (for instance, the Gyarados who's terrorizing a lake area is gold-colored, different from normal). There are artwork differences between Gold and Silver—some Pokémon have different poses depending on which version you're playing. Like the previous versions there are monsters only available in one cart or the other.

The Pokégear is possibly the handiest gadget in the game next to the backpack. With the Pokégear you can check the time, look at an overworld map, make and receive cellular phone calls and listen to the radio, among other things. Keeping track of time















REAL-TIME

Time passes in the game just as it does in real life. Different Pokémon appear in the morning, day and night. Catch 'em all 24 hours a day!



is important as some monsters only appear during certain times of the day. Radio stations vary from Professor Oak's Pokémon Channel (which gives you locations of the monsters in the game), a music channel and the Lucky Channel. The Lucky Channel gives out lucky numbers each day and if yours match the ones at the radio tower you can win prizes (what they are you'll have to find out for yourself). If you exchange phone numbers with other trainers you fought in the game, they'll call you for rematches.

Remember in the first game that if you wanted to use Cut or Surf you'd have to go into the Pokémon menu and select it? Now all you have to do is move toward the area where you'd use it and press A. It automatically chooses the correct move from whichever Pokémon has learned it. You can equip monsters with items, too, like various kinds of fruit (which will heal your Pokémon during battle). When its health is low or its status changes, it will use the item and regain its health automatically.

If you are an owner of the Game Boy Printer, you can print out your Pokémon data. There's also a Pokémon photographer who'll ask you if you want a special picture of one of your monsters (remember Todd from the Pokémon TV show—he's in here, too). You can print out the picture of your Pokémon and stick it anywhere you like.

Trading Pokémon with the previous versions of the game is a bit tough, but you can do it. You need to have only Pokémon from the first game in your active party when you activate the Time Capsule—which is under repair at first until about halfway through the game. The Time Capsule, Vs. Room and Trade Center are located on a new second floor of each Pokémon Center.

Nintendo's sequel is every bit as good as the first game and better in many ways. So Pokéfanatics have a reason to be excited for fall 2000. It just can't come soon enough.

LATER, MEN

Make it Better

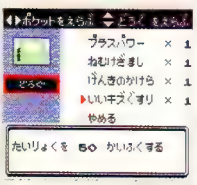
Game Freak has added a lot of things which make the Pokémon experience better. Here are just a few examples of what you'll find along the way:



The slot machines in Kogane provide a worthy distraction for the would-be Pokémon master.



An overworld map is right on your Pokégear so you don't have to carry it as an item.



A backpack makes carrying and sorting items a breeze. There's a pocket for Pokéballs, HMs and TMs, Misc. Items, and Important Items. Makes finding things very, very simple.



IF THEY MATE

New to Gold and Silver are male and female types of each Pokémon. Some of these can breed and produce an egg which will hatch into their pre-evolved form. For instance, get two Pikachu together, leave them at the farm, and in about a half hour you'll have an egg which hatches into Pichu. Isn't he just the cutest thing?



2 million

PUNCHLINE

The number of Pokémon Collectible Card Game Starter Decks sold since they were introduced in January 1999.

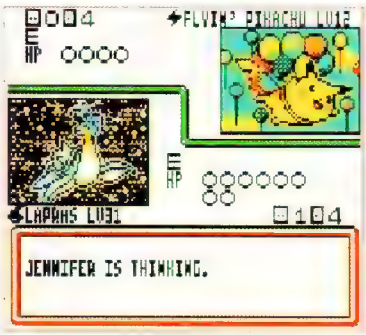
Pokémon Trading Card Game

Publisher:	Nintendo
Developer:	Nintendo
Players:	1-2
Genre:	Card Battle
% Done:	90%
Release:	April 2000
Also On:	None
Web Address:	www.nintendo.com www.pokemon.com

The Good: Need a new Pokémon game? Here's your fix.

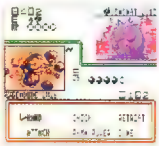
The Bad: If you don't know much about the card game, you'll have to learn it.

And The Ugly: Get me a real Pikachu and blast these cards outta here!









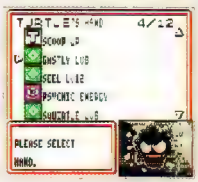
Pokémon that aren't in the Game Boy game are present in the TCG, like the Flyin' Pikachu or Surfing Pikachu (far left). Can you catch them all? Where's the Pikablue?

EXPANDING

Put Up Your Dex!



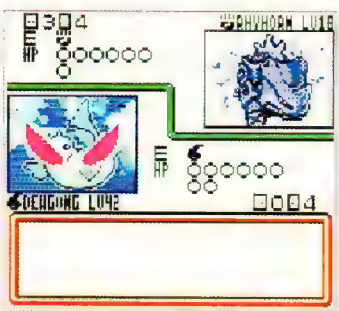
Just like in the real Pokémon trading card game, you can get special expansion decks which add to your starter deck and contain special monsters and items that you can use during battle. Of course, it pays to arrange your deck the way you like it.



While most gamers are already familiar with the Game Boy titles, there's another Pokémon game doing big business. It's the Pokémon Collectible Card Game created as an off-shoot of the original RPG. Wizards of the Coast produces the U.S. version and the card game is almost as popular as the video game!

But if you're a gamer at heart and would rather deal with a pixelized version of your favorite monsters, then this is for you. Like the Game Boy game, you travel around to different Gyms, challenging the leaders for badges to get into the Pokémon League. Along the way you battle other trainers and gain new monsters and other items which will be useful in your quest. And in true Pokémon style, you have a rival who pops up every so often to tell you how much you stink.

Rules are exactly the same as the trading card game played on card tables regularly across America. You begin by shuffling your deck and drawing seven cards. From that, you pick the Pokémon you're going to battle with (or, if you don't have any Pokémon in your hand, re-shuffle) and equip them with energy. Attacks require different types and amounts of energy (you'll need energy cards in your deck). During battle you can level up your monster, but then you will have to equip even more energy before you can attack. After defeating an opponent's monster, you pick up prizes, which were laid down before battle began. Depending on how difficult a battle is, there can be multiple prizes - special cards or expansion packs. Using the link cable you can battle a friend and trade cards. This is a lot more focused on battle and strategy—without some of the RPG style play of the regular game—which some fans might not enjoy as much.















GAME BOY COLOR

VATICAL ENTERTAINMENT PRESENTS

VIGILANTE 8







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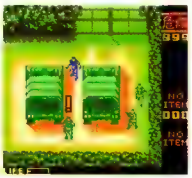
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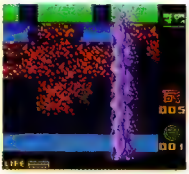
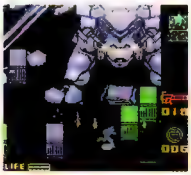
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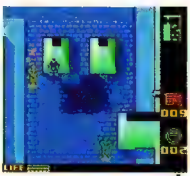
48 The number of pixels tall Lara Croft's sprite will be in her new Game Boy Color adventure (most GBC titles have a 16- to 32-pixel-tall character).

Metal Gear: Ghost Babel

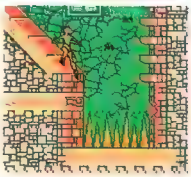
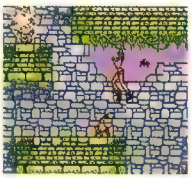




Everyone's favorite black ops badass is back, exclusively for the GBC. While it shouldn't be considered a true sequel to Metal Gear Solid, it does take place three years after Solid Snake's last encounter with FoxHound; think of it as a side story to MGS. This time around, Snake, with the help of Chris Jenna (a support character, like Meryl from MGS), must venture into the jungle to infiltrate an installation occupied by the Black Chamber. **Konami** has not stated a release date yet for Ghost Babel.

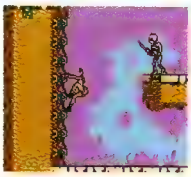
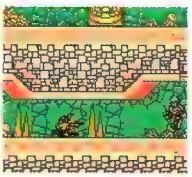
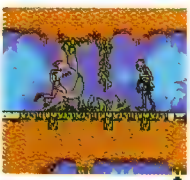





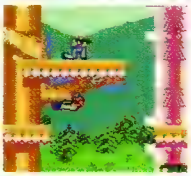
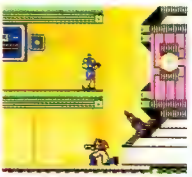
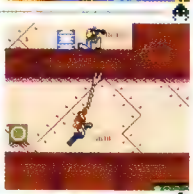
Tomb Raider


Core Design is using every trick in the book to cram Ms. Croft into this 2D side-scrolling title. The game will supposedly pack parallax scrolling, speech and even some FMV. Lara's character will be twice the size of normal GBC sprites. Core also claims Lara will have 2,000 frames of animation. Otherwise, the game promises to deliver the huge levels and rigid control setup of the 3D incarnations. Lara will still slide down steep inclines. She'll still have to dodge spikes, swinging blades and other traps. She'll encounter the same types of push-block and lever-based puzzles (expect the game to play much like Prince of Persia or Flashback). The quest this time takes Lara to South America in search of an artifact called the Dream Stone, which supposedly grants god-like powers. Publisher **Eidos** will release the game in **March**.

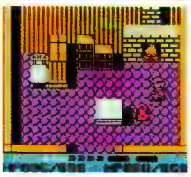




Bionic Commando: Elite Forces

BC: Elite Forces, from **Nintendo** and **NST**, is a remake of the NES classic with all-new levels (22 in all), enhanced graphics (superb animation!) and the ability to play as a guy or a girl. Watch for it in **January**.

Crystalis






This **March**, **Nintendo** will be releasing a Game Boy Color remake of **SNK's** classic NES RPG, Crystalis. In addition to enhanced graphics and better control, the GBC version (developed by **NST**) will sport some new gameplay elements (such as the ability to wield the Crystalis after assembling it).



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Sonic Pocket Adventure

Sonic's back in rare two-dimensional form on the Neo•Geo Pocket Color. Pocket Adventure (**available now**) is loosely based on Sonic 2 for the Genesis. Developed by Sega/Sonic Team and published by **SNK**, this is as close as you're going to get to playing a new Sonic on the go. It contains levels that look much like those in Sonic 2; only the design itself is different. For instance, there are new loops which take you straight up and around instead of the usual circle and corkscrew (trust us—it's cool). And it's every bit as fast as its 16-Bit parents.

There are a total of six areas—Neo South Island (based on the Green Hill Zone), Secret Plant, Cosmic Casino, Aquatic Relix, Sky Chase and Aero Base. You can go back to levels you've completed from the beginning of the game. Along the way you'll face bosses like Robotnik, Knuckles (who didn't appear in the series until number three) and Mecha Sonic.

In addition to the regular game, you can link up with a friend and race for time, go through each course for the fastest time by yourself, or assemble photos of the characters from the series in a puzzle mode (collect puzzle pieces throughout the game's Story Mode to use here). It's great to see Sonic back on a portable, and on one like the NGPC.



Cardfighter's Clash: SNK vs. Capcom

Besides the various fighting games on various platforms, the SNK vs. Capcom war is also being fought on the card-playing table. Cardfighter's Clash is a trading-card game that comes in two flavors: an SNK version which comes with a starter deck of 50 cards starring popular (and unpopular) SNK characters, like King or the Bogard brothers. The Capcom game contains a starter deck full of several Capcom personalities, from RE's Leon to Blanka. Each cart, however, contains computer opponents that can give you (if you win trading card battles) cards from either faction. Your goal is to eventually collect an album of all 300 cards, Pokémon-style. Naturally, you can fight or trade with other players via the link cable.

SNK is publishing the two carts, and they should be out in stores **now**.



SNK vs. Capcom: The Match Of The Millennium

This is possibly the best fighter on any handheld system ever. MOTM pits some of the most popular characters from both sides of the 2D fight club. Highlights of the game include an amazing amount of animation per character, as well as accurate music themes reproduced from each of the game's stages. When you play through MOTM in single-player mode, certain characters will react to one another if they're lineated within their story lines. The game features a special "tag" feature that allows you to tag in your partners during the fight. So if the Card Fighter's Clash version of SNK vs. Capcom isn't your cup of tea, definitely check out MOTM. Besides, it's all you've got until the Naomi version comes out from Capcom sometime this year. MOTM from **SNK** is out **now**.



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THE DUKES OF HAZZARD™

RACING FOR HOME



I reckon y'all haven't lived life till you leap across an officer of the law in the General Lee.

There goes the General Lee, playin' another cat and mouse game with the law. See, things in Hazzard are pretty much the way y'all might recall 'em. Daisy's still workin' at the Boar's Nest, Boss Hogg's still eatin', and Rosco's still chasin' the Duke Boys through the dirt roads of Hazzard County.

Go on and take a turn at the wheel in The Dukes of Hazzard™: Racing For Home game and tell me life ain't a whole lot better as a Duke boy.

Featuring the voices of James Best, Waylon Jennings, Ben Jones, Sonny Shroyer, Tom Wopat. Also featuring original music by the Tractors.

A Mission-Based Arcade Racing Game

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PlayStation

EVERYONE E CONTENT RATED BY ESRB

Gunbullet Fever

Crisis Zone is ultra-hardcore and viscerally realistic. On the other end of the spectrum is **Namco's** Gunbullet series, now running into its third installation. Better known in America as Point Blank, these shooting gallery titles tend to emphasize gameplay (i.e., fast reflexes and puzzle-solving logic) over flashy graphics. With Gunbullet Fever, Namco's Bert and Ernie wannabes return in more of the same twitchy mini-shooters. No word on a U.S. or PlayStation release as of yet.









Keyboard Mania

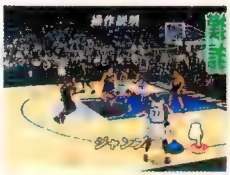
Can't play the keyboard? That's OK, because with **Konami's** Keyboard Mania you'll be playin' like a regular Mozart. All you have to do is hit the right keys on the 24-key Casio keyboard as the on-screen commands fall from the top of the screen to the bottom. The game features songs in several different musical styles, from Pop to Classical, and it hits Japanese arcades in **January**. It probably won't be long before it comes to PlayStation, too.





Virtua NBA

Sega's latest Naomi sports title, Virtua NBA, looks suspiciously like Visual Concept's recently released NBA 2K on the Dreamcast. While the game is dripping with NBA licensing, it only features five prominent players per team. During gameplay, the action locks into one perspective; this gives the game a very Showtime-esque look, albeit with much more detail. Virtua NBA is out in arcades **now**.









Jumping Groove

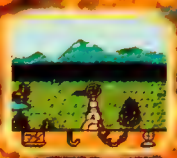
Namco's Jumping Groove seems to take a more minimalist approach to dance games, concentrating more on a physical rather than cerebral workout. You hold on to the bars and jump over the lights which scroll down to the beat of the music. Light sensors on the floor pads will let the game know if you've screwed up. Though the game tested at Wonder Park, Namco has no plans to bring Jumping Groove over to the U.S.



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- Learn to master three weapons: rifle, shotgun and bow.
- Test your skills in one of four scenic locations: the Arkansas Autumn Woodlands, Colorado Alpine Forests, Indiana Winter and the Target Range
- Stalk deer from the brush or hunt from a tree stand.
- Great natural sound effects make you feel like you're really there !
- A variety of tools like Deer Call, Rattle, Binoculars, Cover Scent, and Attract Scent provide added gaming strategy and make you feel like a real hunter!



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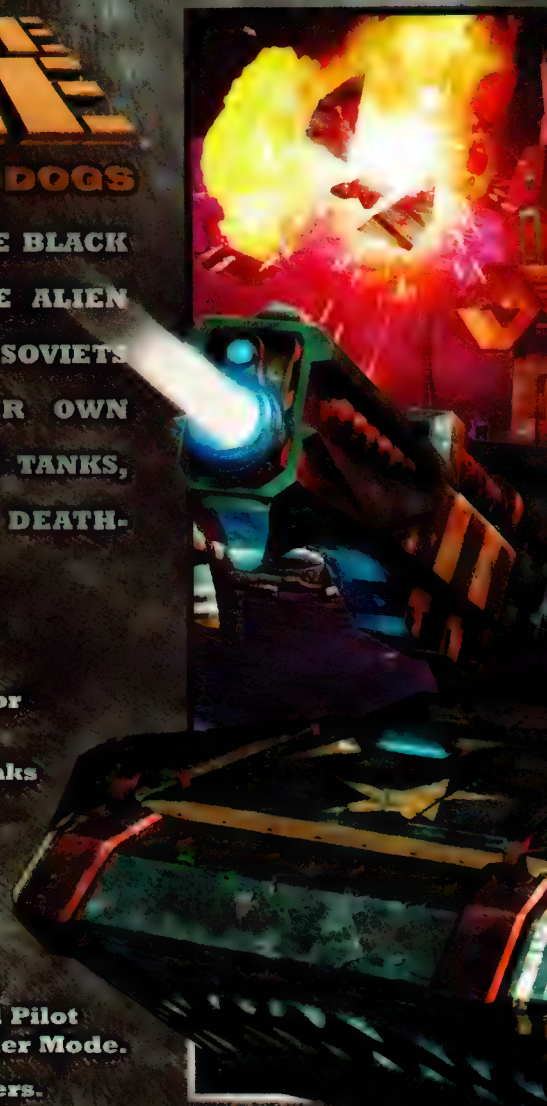
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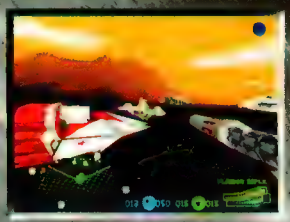
RISE OF THE BLACK DOGS

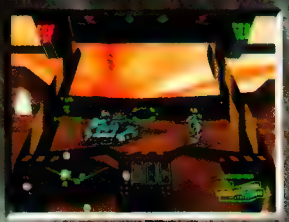
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★ ★ ★ ★



- Play as an American, Soviet or "Black Dog" renegade.
- Commandeer and switch tanks right in the heat of battle!
- Over 14 different tanks and 30 unique weapons.
- Environmental and weather effects.
- 3 modes of play, pure-action Arcade Mode, mission-based Pilot Mode or strategic Commander Mode.
- Multi-Player for up to 4 players.







"A backstory that sounds like the X-Files meets Tom Clancy"
- Nintendo Power

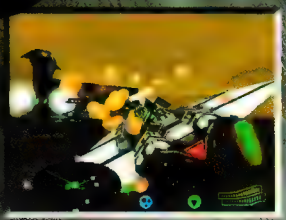
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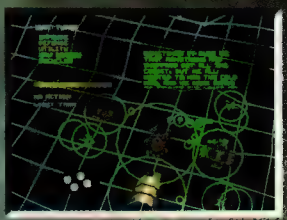
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PlayStation
BLADES of STEEL 2000
Textbook Hockey AI
NEW Player Graphics

CRAZY TAXI™



Chances are, the new video-gaming love in your life is the Dreamcast. After smashing expectations way before Christmas, Sega's new system went on to have an impressive holiday season. Well over a million of you are now enjoying Sega's success...but what game should you watch for next? Sega's impressive Naomi-based arcade game Crazy Taxi has been high on many people's wish list for some time, and in early February you'll be able to have an arcade-perfect conversion—with lots of extras—in your living room for several thousand dollars less than investing in an arcade unit. If you're really into the idea of the game, though, you could enter our competition on page 150 and try to win an arcade machine all of your own.

By John Davison
Photography by Michael Sexton







Simple is effective. If there's one thing that all the most successful arcade games have in common, then this is probably it. Keep the premise light, the action high and make it all look as pretty as possible. And if you can, throw in a suitable soundtrack to get people's toes a tappin'.

Crazy Taxi is one of those games that makes you wonder, "Why didn't anyone do something like this before?" Originally released in Japan about 18 months ago and then over here about six months later, the game has been a solid, steady success story. While never a "fad" or something that was acknowledged as being the latest, greatest thing, Crazy Taxi has proved to be an ongoing success for Sega, and its creators at Sega Software R&D Dept. #3. The producer on the project, Kenji Kanno, tells us "it was never a huge hit for Sega, but it has been responsible for getting a different kind of player into the arcades. It's proven very popular with people who maybe wouldn't usually try something like this."

"It was a hit with gamers too," Kanno continues, "but it was people who wanted to try something different who really went for it."

So what's it about then? Chances are there are a lot of you who haven't had the opportunity to try it out, and from the screenshots that have been popping up in magazines and on the Web you could be fooled into thinking that it was just another racing game—not exactly what the Dreamcast really needs. "Originally I didn't intend this to be a game about taxis," Kanno tells us. "I'd been working on the idea for some kind of chase game for a while, and I wanted to have people racing around a big city...but not in a race. The idea for the taxi cabs came much later."

***"It was never a huge hit for Sega, but it has been responsible for getting a different kind of player into the arcades."* - Kenji Kanno**

Choosing one of four characters, you begin the game with nothing but a cool-looking convertible cab and a clock ticking away valuable time. The goal? Find people to give rides to so you can earn more time, and more importantly—money. Set in San Francisco, the original arcade game is only loosely based on the real place. It's full of hills, cable cars and the occasional landmark, but it's far from accurate in the way that something like, say, Metropolis Street Racer will be. "We didn't want to waste time and effort being accurate with maps and things," Kanno explains. "I was more interested in capturing the fun feel of the city and the West Coast in general. If we'd have gone for accuracy, we would have had to sacrifice gameplay, which wouldn't have been appropriate for a game like this."

As soon as the game begins, you accelerate away and look for a potential customer. Pull up next to them, let them jump in the cab and tell you where they want to go...and you're off. You have a limited time to get them to their destination, and you are rated in how quickly you get them there. Fortunately you don't have to follow the rules of the road, and smashing through parks, street cafés, around the inside of shopping malls



MY 2 CENTS

When you first start playing you're obviously blown away by the graphics and the level of detail. Then you start to appreciate just how exciting it is...and then after a while it dawns on you just how simple a game it is...but that's the thing. We played the early version Sega gave us for hours and hours and found that trying to make as much money as possible was just as exciting as anything that the more convoluted racing games provide. This is real old-school pass the joypad back and forth competitive stuff. It doesn't matter that there isn't a multiplayer mode, and it doesn't matter that there's nothing much to open up...the experience of playing the thing is rewarding enough. People are going to want to buy this the second they see it in stores; it'll be a huge hit for Sega.

—John Davison


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16



and anything else that constitutes as a shortcut is perfectly acceptable. Driving like a maniac is perfectly fine—in fact, it's encouraged—and if you get really good at it (by narrowly missing collisions) your customer will increase his or her tip based on how exciting the ride was. Imagine the best chase scene you can think of in a movie, with as many flying boxes and scared pedestrians as possible, and you're pretty much there. Throw in the cool scenes from *Bullit* where the cars leap down the hills in San Francisco, and you'll have a good idea of the kind of feel that Kanno and his team are going for. Once you've got all that in your head, just add in the fact that in this game you're getting paid too.

Once you've delivered your customer to the desired destination, you need to speed away and find someone else so that you don't run out of time. And that's it. It's really simple and open-ended. It's almost an old-fashioned game where you're competing for time and points. There's no convoluted "goal" to the thing, there's no final boss or showdown, and there's no location that you ultimately need to reach. You just need to get as much money as possible by being as quick and efficient as you can.

The city map itself is absolutely huge, and as you work your way through the game you'll soon learn the location of many of the key destinations. Fortunately things are made easier by the fact that there are lots of licensed real-world places for you to go, so it's easier to remember. Customers will demand rides to The Original Levi's Store, KFC, Pizza Hut, Tower Records and the Fila Store as well as landmarks such as the Millennium Tower, various train stations, a heliport, a Chinese restaurant, the baseball stadium, a church and a long list of others. When you first play you'll spend all your time following the arrow at the top of the screen that helpfully points you in the direction you need to go. As you become more proficient though, you'll be busting your way through parking lots, side streets and train tunnels because you know the quickest route to where you need to go.

As we said, it's very old-fashioned in concept and as such, the driving force behind playing the thing is just being better than you were the last time you played. These days it's not often that this old-school feeling of competitive spirit is dished up with a video game, and as we played the early version we have in the *EGM* offices, people became hooked, desperately trying to make more and more money.

To make sure things don't get old too quick Kanno and his team have added some extra features to the basic arcade game code. Most significant is the new city map that appears in the options as the "Original" mode. "It's not really a whole new city," he tells us, "but we took all of the graphics code and textures and applied them to a completely different map." This in effect doubles the size of the game and gives you a whole new layout to

MY 2 CENTS

The perfect arcade experience at home. For those of us who don't have time to get muddled down in long FMV intros and complicated plots, this game gives you immediate gratification. The "shortest distance between two points" axiom definitely applies here as you can furiously blast through parks, cafés, shopping malls in a huge, ultra-realistic environment with plenty of recognizable landmarks. Next stop, the fountain in front of Pizza Hut.

—Cyril Wochok

COOL TUNES

Bad Religion & The Offspring

Crazy Taxi features music from both Bad Religion and The Offspring throughout, and it has to be said that it fits the style and the mood of the game perfectly. If you want more information on the bands you can check out the following Web sites:

www.badreligion.com
www.offspringdirect.com



Bad Religion Tracks

- Ten In 2010
- Them And Us
- Inner Logic
- Hear It



The Offspring Tracks

- All I Want
- Way Down The Line
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GAME BOY COLOR

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Crazy Taxi: A Day in the Life of Gus...



"It's the start of the day, and my first ride is some schoolgirl chick who wants to go to the cable car stop...



Was it Saxon who sang "I got wheels, wheels, wheels of steel"? This phone booth gets to feel mine...



...get a load of this! Yeah baby. Fortunately she seems to like the rough stuff, and tips me admirably.



...why she can't walk, I have no idea. So I let her in and pull away before she's even had time to sit down...



A happy customer. Although my meter seems to be f****d. That'll be $123 grand darlin'. No? Oh well...



Oops. Hope the guy in the blue Lincoln's got insurance coz I think I'm going to hit him.



...Frickin' pedestrians! Get outta my way, ya bum. When people get on my nerves, I just drive into them.



Look at Ms. Hoity Toity. She'd like to go to the yacht harbor. Oh la-di-da-di spiffy-da m'lady.



OK, we're here. And more cash for me. Who's next? I'm cheap, I'm available and I wear a medallion.

continued on page 148

learn once you've mastered the arcade game. Second, a bunch of new modes have been added to the game. You can go for the standard arcade rules where you boost your time with each customer, and then there are other modes where you can try to make as much money as you can within a set time limit. This requires a lot of strategy for the more experienced player, as you have to waste as little time as possible and carry the rides that stand to make you the most money in the shortest possible time. Finally, there are mini-games that can be played to help you build some of the specific skills required to be a really good player. "We added this to help people out," Kanno explains. "For example, we have a mini-game that looks like a giant ski jump that is designed to help people master the Crazy Dash [a kind of turbo boost], while other games have you chasing around an arena trying to burst balloons. This is something that teaches you to turn around quickly and navigate tricky areas." As far as more Dreamcast-specific modes go though, that's it. We quizzed Kanno on extra stuff like multiplayer modes and secret drivers, but the answer came back the same for everything. "Basically we wanted to bring the arcade experience home as accurately as possible," he told us, "plus, we want to

MY 2 CENTS

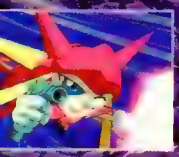
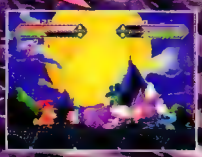
Crazy Taxi is exactly the type of big, showy, overblown arcade game I want to play at home. Everything about this game—from its screaming speeds to its eardrum-pounding soundtrack—will get your blood pumping. I can see myself popping this game into my Dreamcast years from now, anytime I need a quick adrenaline rush. Sure, Crazy Taxi isn't a particularly deep game, and I wish they had stuck in more extras for the home version, but this is definitely the next big game you gotta buy for your Dreamcast.

—Crispin Boyer

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And a Dangerous Dimension of Fantasy
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PlayStation

WORKING DESIGNS®



Kids today, eh? Mohawk Boy here wants to go to Tower Records to waste money on rock 'n' roll.



The punk kid wants to get there quicker and keeps bitching at me. Sounds like my wife. Shut up!



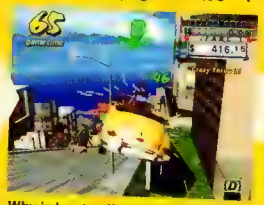
A slight altercation with a wall doesn't seem to upset my customer. Scared the crap outta me though.



Oops. Wasn't watching where I was going there. Rich toffs in limos...feel my wrath and eat my dust.



Cheeky little bastard. Just because I don't get there quick enough he bails without paying. You little s***!



Why is he standing up? I'm losing control and he seems to think it's a roller coaster or something.



No one will notice if I cut through the park. I wish pinky-top in the back would stop complaining.



Better get this guy to the bus terminal quick or I'm going to be completely screwed.



Well...I'm in a hurry, so I might as well go 'as the crow flies' as it were. And this pond's in the way."

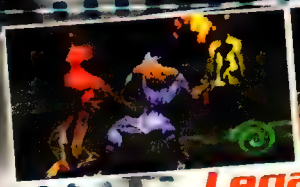


make sure that we get this game to Dreamcast owners as quickly as we can. We could spend a long time in development building extra stuff, but in the end we decided against it." You may have read elsewhere the Dreamcast version will include extra features and VMU mini-games. This is not the case, as (again) Kanno and his team want to finish the project as quickly as they can.

Those of you familiar with the original game will be pleased to hear that all of the licensed properties are intact. The stores and locations we mentioned earlier have all been pulled across from the original, and you'll also be pleased to hear that the cool punk soundtrack is present too. Tracks from both Bad Religion and The Offspring pump out constantly, and there really couldn't be any music more suited to the fast-paced feel of the game.

As we go to press, the Dreamcast code is well on the way to being finished and should make its February release date with considerable ease. All of the basic modes are finished and Kanno and his team are working on making the graphics engine as efficient as possible. The final game will allow you to change the difficulty by increasing the amount of traffic on the roads, and in the version we played this still needed some optimizing to keep the frame-rate up. Otherwise, Crazy Taxi is ready to roll.

Meet the New Cast of Characters





Legacy of Kain: Soul Reaver





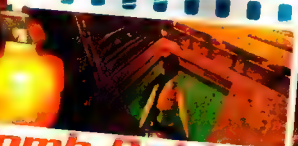
Fighting Force 2





Fear Effect






Tomb Raider: The Last Revelation

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PlayStation

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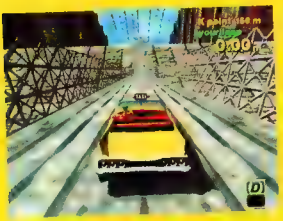
Mini-Games...Learn To Drive Like A Pro

When you first load up Crazy Taxi there are nine mini-games available to you in the Crazy Box section on the Options Screen. These are divided into different sections and are designed to teach you all of the necessary skills to get through the main game as efficiently as possible. Once you've completed all of these nine games, Crazy Taxi Producer Kenji Kanno hinted to us that three more games would open up. "I can only tell you about the first nine," he told us. We spent some considerable time with the game though, and can tell you that completing these nine opens up seven more—giving 16 in total.

The skills that the mini-games teach you are all centered on making you a more proficient driver. The first game (bottom left) is built like a huge ski jump and is designed to teach you to do the Crazy Dash: a quick jiggle of the joypad buttons that boosts you forward briefly and allows you to accelerate out of trouble, or in this case perform a huge jump.

Later (bottom middle) you'll be thrown into an arena with a specific task set within a limited time period. First you'll have to race around and burst 20 balloons before the clock runs out. In the later games you have to pick up passengers and take them to their destination before the clock runs out—just as you would in the game.

The other skills taught deal with the orientation of your car at key points so you can operate at speed in confined spaces. The mini-game (bottom right) is set on a series of islands and you have to jump from island to island, turning just before you leap so that you land facing the necessary direction without falling into the ocean. It's all tough stuff, but once you've got these things licked, it makes racing through shopping malls and subway stations much easier! Jumping and hitting things wastes valuable time...and this can really help you out.







Crazy Taxi Sweepstakes

Grand Prize - Crazy Taxi Sit-down Arcade Unit
First Prize - Sega Dreamcast, with Crazy Taxi for the Dreamcast and Concept 4 Racing Wheel from InterAct
3 Second Prizes - Crazy Taxi for the Dreamcast and Limited-edition Crazy Taxi Bowling Shirt



Official Sweepstakes Rules:
1. No Purchase Necessary. To enter, send a standard size postcard containing your name, address, and phone number to: EGM Crazy Taxi Sweepstakes, PO Box 3338, Oak Brook, Illinois 60522-3338. No purchase or payment of any money is necessary to enter. One entry per household. Entries must be handwritten and must be received by the Feb. 20, 2000 Mechanically reproduced entries will be void. All entries become exclusive property of Ziff-Davis and will not be acknowledged or returned. Ziff-Davis assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due, or misdirected entries. Ziff-Davis reserves the right to cancel this sweepstakes at any time with appropriate notice. 2. Prizes: One (1) Grand Prize: Grand Prize winner will receive one (1) Crazy Taxi Sit-down arcade unit. Grand Prize has an approximate retail value of $6,500. One (1) First Prize Winner: First Prize winner will receive one (1) Sega Dreamcast and one (1) copy of Crazy Taxi for the Dreamcast as well as one (1) Concept 4 Racing Wheel from Interact. First Prize package has an approximate retail value of $310. Three (3) Second Prize winners will each receive: 1 Copy of Crazy Taxi for the Dreamcast ($49.95) and a limited-edition Crazy Taxi Bowling Shirt ($40). Second prize packages have an approximate retail value of $90.00. Winners shall be determined by a random drawing from all valid entries by EGM editors whose decisions are final. Drawing to be held on or about Feb. 25, 2000. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prizes are allowed, except at the option of Ziff-Davis should the featured prizes become unavailable. 3. Odds of Winning: The number of winners and the odds of winning will be determined by number of valid entries received. 4. Eligibility: Sweepstakes open to residents of United States except employees and their immediate families of ZD, Inc., its affiliates, subsidiaries, and its advertising and promotion agencies. All federal, state and local taxes are the sole responsibility of the winner. A 1099 form will be filed with the IRS for major prize winners. (Void in Florida, New York and Rhode Island). Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign and return an affidavit of eligibility/release of liability/prize acceptance within 10 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade, or promotion without further compensation unless prohibited by law. Winners accepting prizes agree that all prizes are awarded on the condition that ZD, Inc. and its agents, representatives, affiliates and employees will have no liability whatsoever for any injuries, losses, damages, taxes or expenses of any kind resulting from acceptance, possession, or use of the prizes. 5. Winners List: For a list of winners, send a stamped, self-addressed envelope to be received by Feb. 29, 2000 to: EGM Crazy Taxi Sweepstakes Winners List, PO Box 3338, Oak Brook, Illinois 60522-3338. Allow 4 weeks for delivery of winners list. 6. Restrictions: Void in Florida, New York and Rhode Island and wherever prohibited or restricted by law. All federal, state and local laws and regulations apply. 7. Sponsor: This sweepstakes is sponsored by ZD Inc. Copyright ©1999 ZD Inc. ALL RIGHTS RESERVED.

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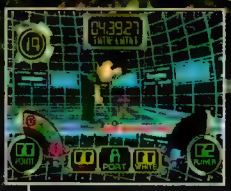
It's time for TEE OFF - the first golf game for SEGA DREAMCAST™! With 128-bit graphics, the greens have never looked better. And with arcade style gameplay, golf has never been more fun! Play as a foursome and hit the links. Square off against a friend and battle to the fairway. Work on your strategy against 15 talented anime opponents. So line up your shot and TEE OFF!



Take control of your swing — topspin backspin, even hook and slice!



Conquer the world's best courses to unlock hidden characters.



6 great game modes — like Match Play and the futuristic GATE BALL!



Adjustable difficulty levels & easy-to-use controls — duffers and pros alike can have fun!

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- Play as 3 heroes, each offering a different gameplay experience:

  Max – Blast aliens with 4 different weapons simultaneously.

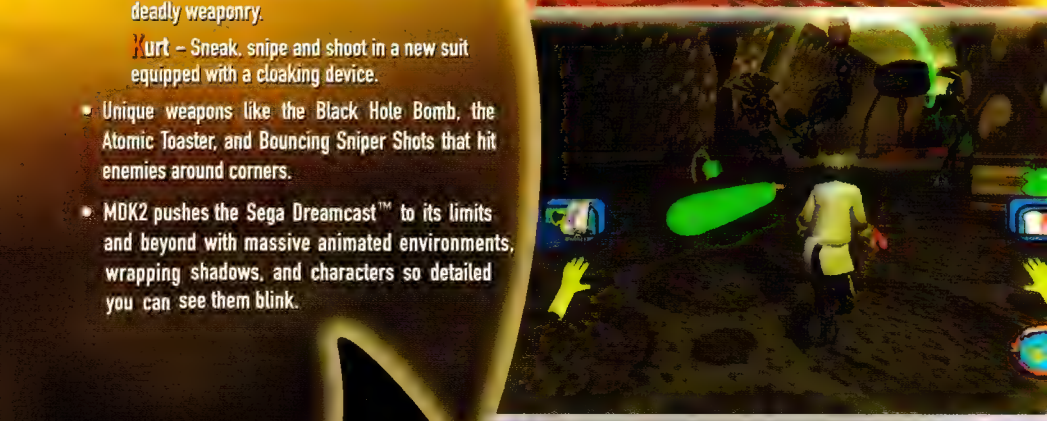
  Dr. Hawkins – Solve puzzles to create deadly weaponry.

  Kurt – Sneak, snipe and shoot in a new suit equipped with a cloaking device.

- Unique weapons like the Black Hole Bomb, the Atomic Toaster, and Bouncing Sniper Shots that hit enemies around corners.

- MDK2 pushes the Sega Dreamcast™ to its limits and beyond with massive animated environments, wrapping shadows, and characters so detailed you can see them blink.









GEAR UP!

The Best of Power Tools

Here's hoping you got a pile of really good game stuff this Christmas—maybe a Dreamcast, maybe a Game Boy Color, maybe a spiffy new PlayStation to replace the battered one Santa stuffed down your smoke hole two years ago. Of course, the only problem with getting really good game stuff is you'll want even more really good game stuff to go with it. In our business, we call this stuff "peripherals," and you'll find racks of these gizmos up and down the aisles of your favorite vid-game megastore.

But any sap who's blown 20 bucks on a cheapie, squeeze-too-hard-and-it'll-bust joypad knows that a lot of this really good game stuff is neither "really good" nor even just plain "good."

So we've emptied our cabinets of every peripheral we've reviewed in our Power Tools section and sorted the best stuff from the junk. Don't blister your paws playing with the dozen available PlayStation racing wheels or mountain of Game Boy screen lamps yourself—our consumer-hardware experts have done all the playtesting for you. Check the following pages to find the only gear worth getting.

Just keep in mind that when it comes to controllers, memory cards and rumble paks, you'll rarely find anything better than the first-party stuff from the console manufacturers themselves. Heck, some of the worst third-party gear will barely snap into your system's controller ports. But if you're looking for a cheap joypad or memory card with a few extra bells and whistles (rapid fire, extra memory, whatever), third party is really the only way to go. And we're here to help you steer clear of the crap. But first, let's spiff up that Game Boy Color of yours...

Game Boy Camera

Company	Price
Nintendo	$39.95

Nintendo's digi-cam contraption is quickly turning from a clever toy to a must-own peripheral. Forget for a sec that it packs a brilliant animation editor that's perfect for Spielberg wannabes. The big deal here is that the GB Camera also interfaces with Rare's upcoming Perfect Dark, via the Transfer Pak, letting you map your noggin onto in-game deathmatchers. Finally, you'll be in the game.

Worm Light

Company	Price
Nyko	$9.99

We've never seen a Game Boy light this good. Perfect for late-night road trips or playing Pokémon under the covers, Nyko's elegant Worm Light taps power straight from your GBC with minimal drain on its batteries. Just be sure to adjust its flexible stalk to avoid glare.



The best peripherals for the

Game Boy



Color Protector

Company	Price
InterAct	$6.99



It may not stop stray bullets or charging rhinos, but InterAct's hard-rubber cover is tough enough to guard your Game Boy from most real-world injuries. Trust us—our office GBC takes heavy abuse, and the Color Protector has kept it scratch-free. A Nintendo-licensed product, the Protector fits the GBC perfectly. You even get a carrying strap. Best of all, this thing is cheap.

Rock 'N' Shock

Company	Price
Nyko	$29.99

Sure, the "shock" function on this gizmo is mighty lame (the louder the volume, the more it shakes). But turn vibration off and Nyko's Rock 'N' Shock becomes an invaluable GBC gadget. Once plugged into the GB's battery slot, this rechargeable dynamo pumps about 10 hours of power—even when you crank up its twin speakers. Plus, the Rock 'N' Shock's rubber grips make the GBC easier to handle for big-handed gamers.

Look for the license

It may seem like a clever marketing ploy. Third-party peripheral companies pay the console manufacturers a hefty licensing fee. In turn, Sony, Sega and Nintendo grant the third parties an official license for their peripherals. The peripheral companies then sell their licensed gadgets—which go through a rigorous testing process and must meet numerous technical specifications—while at the same time they warn us gamers to avoid any unlicensed gear from the competition. They say unlicensed peripherals may damage our consoles. They want to scare us into buying their own licensed gear.

And you know what? They're right, for the most part. Console repair folks we talked to said a lot of the cheaper, unlicensed peripherals don't always follow the system manufacturers' electrical specifications. Shoddy joypads or racing wheels may draw too much current from the controller port, for instance, and blow a fuse in your system. Memory cards may lose or corrupt saves. N64 Expansion Paks may cause lock-ups in certain games.

So, if you're gonna buy third-party gear, do yourself a favor and make sure it's licensed. Identifying licensed peripherals is easy: Just look for an official system logo on the box. The logo will usually be printed on the peripheral itself, too. Sure, you could save a few bucks and go with an unlicensed joypad, steering wheel or whatever, but it may cost you in the long run if that cheapie peripheral screws up your console.

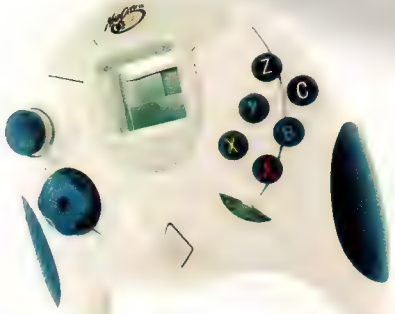
The best peripherals for the Dreamcast



Arcade Stick

Company	Price

It's simple: If you play fighting games, you should have this arcade fighting stick. It's basically the first-party version from Japan brought over from Agetec. It's durable, looks cool and is the perfect complement to any fighter on the system—especially Soul Calibur!



Dream Pad

Company	MSRP

As far as third-party controllers go, the Dream Pad is a keeper. Its rubberized bits make the thing feel good in your hand, and the fighting-game-style layout of the buttons is a nice plus. It's a high-quality replacement pad.

Stuff to avoid...

For every 10 peripherals worth buying, you'll find a hundred shoddy gadgets that add absolutely nada to your game-playing experience. We've picked a few culprits for each system. Avoid these at all costs.

Force Pak



Dreamcast Light Guns



Fishing Rod

Company	Price

OK, so there's only one game out at this point to use this controller with. But if you're going to play some Sega Bass Fishing, you really should do so with this genre-specific device. It has a Jump Pak built in.



TremorPak

Company	Price

If you're having trouble finding the first-party Jump Pak, and desperately need to feel your DC pad rumble around in your hand, consider the TremorPak. It works well, and does just about the same thing Sega's add-on does.





Rally Wheel

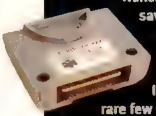
Company	Price

Like the Arcade Fighting Stick from Agetec, the Rally Wheel is more or less a first-party peripheral (at least it was in Japan). Although it slips around a little bit on some surfaces, the thing won't do you wrong in any Dreamcast racer. Also consider Pelican's DC racing wheel.

In the cards...



It may have taken some painful trial and error—saves were lost, tears were shed—but in the end we learned one valuable lesson about memory cards, paks and VMUs: Stick with the first-party stuff. Sure, you'll find a lot of fancy third-party gear out there, cards and packs that can store as much as 48 times more data than conventional first-party cards. Heck, you'll even find memory cards shaped like everything from basketballs to Duke Nukem. And many of these super savers are even cheaper than Sony's cards, Nintendo's paks and Sega's VMUs.



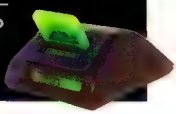
But avoid the temptation. It's our experience that a rare few of these units can be a little flaky. We've had saves lost or corrupted by cheap third-party save devices. So you're really best off buying first-party cards, paks and VMUs from Sony, Nintendo and Sega. It's not like they're outrageously priced, and you won't have to worry about losing your save for that last level of Tomb Raider: The Last Revelation or Shadow Man.





Still, if you're determined to invest in a third-party save peripheral—and you own a PC—go with InterAct's DexDrive (available for the PlayStation and N64) or Mad Catz' Data Deck (available only for the PS). Both let you transfer your saves to a PC, thus giving you nearly unlimited storage—not to mention the ability to e-mail saves to pals. The Data Deck will even recover some types of corrupted saves. You'll also find numerous Web sites with saves and cheats you can download to your card or pak.

As far as which one is the better buy, well, the DexDrive and Data Deck are very similar, right down to their software interfaces. But since the Data Deck came out later, it has the advantage of being able to read the DexDrive's save format, while the DexDrive currently cannot read the Data Deck's proprietary file format. So, if you have a Data Deck, you can download save files from InterAct's Web site, but not vice versa. It's that bonus versatility that—although hardly fair to InterAct—forces us to favor the Data Deck.



The best peripherals for the PlayStation



Guncon

Company	Price
Namco	$54.99

If you've ever played a gun game on the PlayStation, then you've probably handled one of these. But if you're thinking about using those holiday gift certificates for something different, look into the Guncon for any Guncon-compatible shooting games you pick up (it'll be packed with a game).



Fishing Stick

Company	Price
Agetec	$59.99

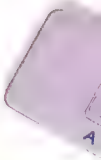
Here's the thing about this incredible fishing controller from Agetec: In order to get it, you have to buy Bass Landing. But if you want the controller, you like fishing games. And since Bass Landing is a fun, moderately technical and nice-looking fishing game, everything works out just fine. You get a game and the controller in one handy package.



GT2 Wheel

Company	Price
Pelican	$29.95

It was a toss-up between the officially-licensed Ascii Aftershock Wheel and the unlicensed GT2 Wheel. When it was all said and done, the GT2 Wheel—even though it doesn't have external pedals—is a better package. Granted, either way you'll go you'll be happy as both set-ups are top-notch. But the GT2 Wheel is compact and cool-looking, is designed incredibly well and most importantly works like a charm in all racing games.



Infrared Controllers



PS Cooling Devices



FORCED FEEDBACK

SOMETHING SPECIAL FOR LOYAL SUBSCRIBERS ONLY! EGM 127

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WANT TO WIN?

We're Giving You Free Stuff

Take a look at what we're passing on to you this month.

- **GameShark Pro for the GBC courtesy of InterAct**
- **Limited-Edition Metal Gear Solid Press Kit**
- **Capcom T-shirt**
- **Ryu Street Fighter action figure from Resaurus**
- **Twisted Metal 4 fuzzy dice**
- **Die Hard Trilogy 2 first-aid kit with white tanktop**
- **Cool Boarders 4 ski hat**
- **Bass Landing fishing hat**
- **Camera Link by Mad Catz**
- **Blasto pullover jacket**
- **Vans snowboard wax**
- **And more!!!**

As you may or may not know, we get a lot of cool items from game companies. And yes, we do appreciate them, but all too often after looking at them for a while they end up sitting in somebody's cubicle or getting stored in a cabinet. So we thought, "Let's pass some of these things on to our readers, instead of just having them lay around." After all, better you enjoy this stuff than us. Like last month, read the instructions below, send in a postcard and you might just be picked as the winner! This doesn't cost you anything—**it's as simple as sending in a postcard with your name, address and phone number on it to the address below.** We'll then pick one winner in a few weeks, and send out the goods.

EGM's Box o' Stuff Sweepstakes #127
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Congrats to EGM #125 Winner:
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All of this and more can be yours by simply sending in a little card with your name, address and telephone number on it. See above and below for further details.

LEGAL STUFF

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2. Prizes: 1 Grand Prize. Each month the Grand Prize winner will receive a package containing miscellaneous items from the EGM offices with a total approximate retail value of at least $30. Winners shall be determined by a random drawing from all valid entries by EGM editors whose decisions are final. Drawing to be held on or about the last day of each month. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Ziff-Davis should the featured prizes become unavailable.

3. Odds of Winning: The number of winners and the odds of winning will be determined by number of valid entries received.

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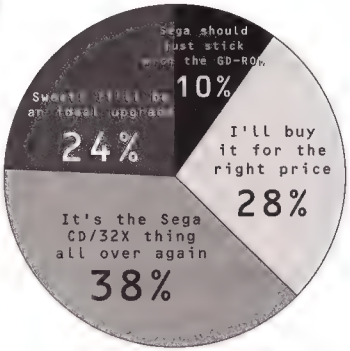
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7. Sponsor: This sweepstakes is sponsored solely by Ziff-Davis Publishing Co., 50 BRUNEL ROAD, PARAMUS, NJ 07652.

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What do you think of Sega releasing an add-on DVD-ROM for the DC?



videogames.com
poll 11/11/99

DID YOU KNOW...

Soul Calibur is still played daily by one or more staff members (from EGM and/or one of the other magazines).

EGM is often referred to as the Flagship magazine.

Many EGM staffers have been watching the movie *Gummo* from Harmony Korine (the director of the controversial movie *Kids*). If you have a chance, you should really watch this film. It's very strange.

Che recently shaved his head. He looks like an Asian version of one of the Beastie Boys.

Tugboats often help push big ships out of a harbor or aid them in docking.

Shoe recently spent $60 on a toilet paper roll holder for the bathroom in his new house.

Staff Profile: Eugene Sakarelli



Real Name: Eugene "Gino" Sakarelli
Alias: Elephant Sak, E-Sak
Country of origin: Turkey (born in Italy)
Age: 28
Weight: 376 lbs.
Blood type: AB+
Skin type: Slightly oily
Occupation: EGM Mascot, Professional Wrestler

Hobbies outside of gaming: Performance Art, hanging out with friends, talking on the phone.

How I got into professional wrestling: When I was just a teenage boy, I met this man named Mahir who was running a circus in my village in Turkey. A giant bear escaped from its cage and started attacking the audience. I did the only thing that made sense to me...I wrestled that bear to the ground and destroyed it. Mahir must have seen potential in my skills. I joined his traveling circus, and he taught me the ways of wrestling...and life and love. Slowly I made my way up the ranks of the Extended Turkish Circuit and became champion of Europe. God bless the ring.

How you make me: Go into the Create Wrestler Mode in WWF Attitude (any system). Now select Create. Next select Body. For Body Type select Male Obese (I am not ashamed of this option). Go to the previous menu and select Skin Type. Click on Plain. Go to the previous menu. Skin Color is left as the default color, so no need to go into here. Go back to the Create Menu and select Head. Select Eyes and pick Standard (this doesn't matter much since I'm often wearing goggles or my shades). Now go back to the previous menu and select Nose. Pick Average Nose 4. Go back and select Mouth. Pick Standard Mouth. Go back and select Hair. Pick Long Bangs 1, and change the color to a darkish brown. Go back and select Beard. Pick Goatee 4, and change the color to the same darkish brown color as my hair. Go back and select Accessories (skip Mask since I don't wear one). Under the Accessories menu, select Sunglasses. Pick Sunglasses 1. You can skip the rest of the stuff under the Accessories menu.

Now go into the Upper Body menu. Select Shirt, then Tanktop and pick Plain. The color of the tank top has to be very dark...almost black. Now go back and select Elbow Pads. Pick Generic, and change the color to a dark grey...nearly as dark as my tanktop. Now go back and select Gloves. Pick Cut Off Gloves, and change the color to a dark red. That's it for the Upper Body menu.



Now go back and select the Lower Body menu. Select Shorts, Men and pick the Long Denim shorts. Change the color to the same color as my tanktop. Now go back and select Kneepads, and pick Generic. Make these the same dark red color as my gloves. Then go back and select Shoes, and pick the Sneaker type. Make these the same color as my shorts and tanktop, but more blue.

Next go back a couple of menus to Name. Obviously you'll want to enter all of the important information in here such as my real name and my alias (I prefer E Sak). Now go into Attributes, and slice up the points as such:

Strength: 9
Toughness: 4
Speed: 8
Recovery: 5
Charisma: 6
Mat Skills: 4

Now it's time for my moves. Generally speaking, I prefer to use my own special brew of moves. But since those are very secret, I can't give them to you. Think of my array of offensive and defensive tactics as my secret recipe—much like my mother's secret beef tripe stew pie recipe back in my homeland. So go ahead and use Kane's moves for now. Perhaps someday I will tell you my moves...or not.

Next, select Personality. Here's how this menu breaks down:

Crowd: Cheer
Fighting Style: Kane
Theme Song: Slugachugalug
Entrance: Sable (do not question)
Run-in Partner: Stone Cold
Voice/Grunts: Fatboy

Now add red text to (both front and back). Skip the first line, put an "E" on the second line and "SAK" on the third.

WEB SITES

AS COOL AS ICE

members.tripod.com/~HatPerson/weirdweb.html

Thank you to all who continue to send us sites. We love checking them out more than we love cheese. As usual, here's all kinds of sites Weird, gaming-related, zany, funny, cool, stupid and so on and so forth. Send website submissions to **shawn_smith@zd.com**

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HOT & NOT

@ EGM

The EGM Hot & Not list—a place where you can get an inside look at what the staff of EGM likes and dislikes. The list contains general and specific items, concepts, games, people and other such things. Once in awhile we even throw in an inside joke. Enjoy.

- Nitro RC cars
- Unusually warm weather
- Rumors about EA signing on to make Dreamcast games
- The new Quake 3 demo
- Red Hots
- Whirly Ball
- Cubicles used specifically for Soul Calibur tournaments
- Dogma
- Jay and Silent Bob
- Being John Malkovich
- Soul Calibur ranking system
- That one scene from Cruel Intentions (hint: girls kissing)
- Memory Stick technology
- Chronic 2001
- Tokyo Street Tribe
- Yojimbo and Sanjuro Criterion DVDs
- Game companies buying into certain video game mags
- The N64 (where are all of the games for pete's sake?!)
- Macs (A. Burwell's addition)
- Spiders in seafood dishes
- PA piercings
- Hitting on a lesbian (and not knowing you're hitting on a lesbian)
- Sleepy sickness
- Parties at the Playboy mansion with no nudity
- Crappy MP3 players with only 32MB (roughly 30 minutes) of storage on-board
- The way Cameron Diaz looks in *Being John Malkovich*
- Adultdex '99
- Silver on silver



Pro Shock Stick

Company	Price
Blaze	$29.95

Play fighting games much? Then you really should get yourself some sort of arcade stick. There are a few of them out there, but none quite like the Pro Shock arcade Stick. It has that sweet iMac look, a heavy-duty feel and should last round after round. Plus, it rumbles.

Multi-tap

Company	Price
Sony	$29.99

Now more than ever, owning a Multi Tap for your PlayStation is worth it. New games like Worms Armageddon, You Don't Know Jack and Quake II are all about four-player fun, and the Multi Tap makes this sort of experience possible (or easier in some cases). Besides, it's a first-party product you're bound to use at some point in the future.

ShockHammer

Company	Price
Thrustmaster	$29.99

As far as third-party controllers go, the ShockHammer is the one to go with. We have some issues with the placement of the shoulder buttons, but overall it's a good-looking, quality product.

Camo and U.S. Flag Pads

RF Max 900

The best peripherals for the Nintendo 64



TruSteer 64

Company	Price
InventTech	$11.99

Of all of the gadgets that have come along, this is the strangest. It's a foam wheel that snaps snug onto your N64 pad, and allows you to steer the analog stick around (there's a notch in the foam wheel the analog fits into). Great for those who don't want to deal with a big steering wheel and pedals. Also consider the Ultra Racer 64 by InterAct.



StingRay 64

Company	Price
Thrustmaster	$29.99

Like the Snock Hammer for the PlayStation, the Thrustmaster-made StingRay is a great choice as far as third-party peripherals go. It has an interesting and completely functional design, and the metallic shine really adds to the overall feel of the thing.



NASCAR RacePro

Company	Price
Thrustmaster	$79.95

If you're going to buy a setup like this, chances are cost isn't a major concern. After all, you want a realistic and high-quality feel. This wheel and pedals have what you need—at a price. The main unit sits nicely on your lap, and the pedals go on the floor. The pedals could've been more substantial in size, but overall, the RacePro is solid.



Rumble Rod

Company	Price
Mad Catz	$29.99

Obviously you'll need a fishing controller if you like playing fishing games. And although we had some minor issues with the Rumble Rod, all in all it's good for you armchair fishermen out there. Note: it requires batteries.

Leather Pad Gloves

Maybe this sort of thing works with Palm Pilots and cell phones, but not with controllers. Do you really need leather on your PS and N64 pads? We don't think so. Spend the money



Gold and Silver Pads

Sure, it sounds like a good idea. If something's gold or silver it must be worth something, right? Not in the case of these pads. All they have is an interesting look—



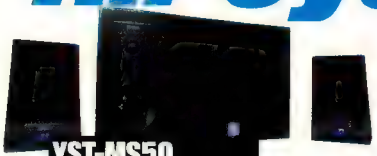
Rocker Pak+

Now here's something useful. A memory pak and battery-rumble pak built in one handy unit. Of course it has 4x memory so you don't trust your saves to the tiny Besides, the empowered rumble feature isn't



The best peripherals for

All Systems



YST-MS50 System

Company	Price
Yamaha	$129.99

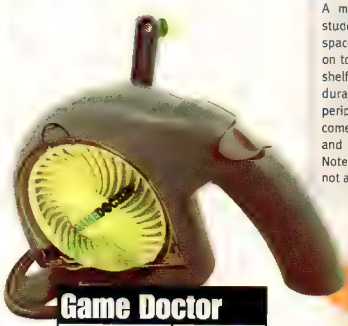
When it comes to speakers and what not, a higher pricetag generally means higher quality. Which is the case with this Yamaha satellite and subwoofer system. It sounds incredible, and it's black—which is always cool.



Xplorer FX and GameShark Pro

Company	Price
Blaze (Xplorer)	$39.99
InterAct (GameShark)	$49.99

Cheat devices—some say they ruin the fun of games, others swear by them. If you're in the market for one, there are only two you should consider: The Xplorer FX from Blaze and the GameShark Pro from InterAct. Why recommend both? Simply put, they both do the same thing, in about the same way. Plus, the extra stuff each does (movie and image viewing, virtual memory, etc.) is also very similar. You'll be happy with either one you buy.



Game Doctor

Company	Price
Digital Innovations	$34.95

If you have discs (games, music, DVDs, etc.) with scratches in them, you need the Game Doctor. The thing will fix most any surface scratches in a matter of minutes. Now you don't have to toss skippy discs in the trash, or take them back to Funco Land!



Home Arcade System

Company	Price
Blaze	$79.99

A must for any college dorm student, or those who are low on space. Throw a modestly sized TV on top, a system in the recessed shelf underneath and load this durable product up with peripherals, games and more. It comes together in no time flat, and the price is right on target. Note: The Dreamcast does fit, but not as well as the PS and N64 do.



ScreenBeat

Company	Price
Spectra Video	$69.99

This more affordable satellite and subwoofer set—designed specifically with console gamers in mind—will more than do the trick if you're looking for better sound from your games. It pumps bass like there's no tomorrow, and has multiple jacks in the front of the woofer. Plus, it's really damned hip-looking.

Intensor Chair



Novelty Memory Cards



Universal Rocker Pad





INSANE.
FRENZIED.
TOTAL
CHAOS!



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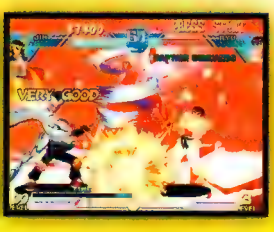
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MARVEL VS. CAPCOM

CLASH OF SUPER HEROES







Imagine the battle: Spider-Man vs. Mega Man…Incredible! Or, who would stand victorious in Strider vs. Captain America? Amazing! Now, Capcom brings this #1 smash arcade fantasy fighter to the PlayStation® game console *and* Sega Dreamcast™. Experience the world's most insane battles between your favorite legendary Capcom characters and Super Heroes of the Marvel Universe.

PlayStation®

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Symptoms of Fear:

Perspiration

Dilation of Pupils

Trembling

Nausea

Loss of Appetite

Dry Mouth



Remember, the only thing to fear is fear itself. Especially in this deadly mercenary mission where your own emotional responses determine what happens next. So go ahead, make your move. Just be sure to keep your fear in check.

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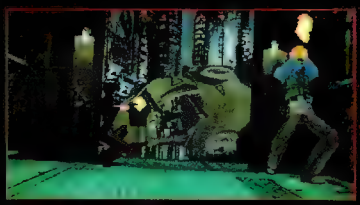


PlayStation

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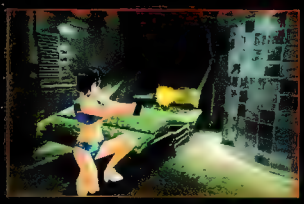
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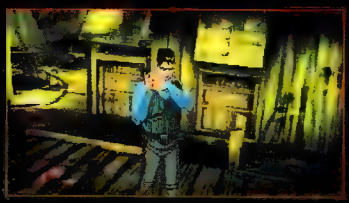


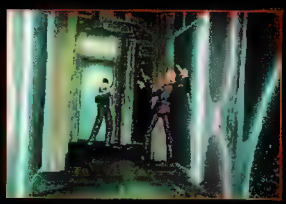
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MOTION FX TECHNOLOGY. Pre-rendered, fully animated backgrounds creating a frighteningly real world.





Breakthrough **SUSPENSE/ACTION ADVENTURE** game. Beyond your realm of fear. Beyond any 3rd person game created.

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Photography by Bob Stefko
Williams' Star Trek:
The Next Generation

Now that Williams has shut down its assembly line, everyone's asking the big question...

Is pinball really dead?

by Crispin Boyer

By the time Roger Sharpe stood before the New York City Council in 1976, pinball had been banned in the Big Apple for 34 years, ever since Mayor Fiorello Henry LaGuardia declared it a game of luck, as evil as gambling, and smashed dozens of machines in front of a crowd of cheering onlookers.

It was all up to Sharpe to make America's most celebrated coin-op legit again.

Then a 27-year-old editor for *GQ* magazine who was writing a book on pinball, Sharpe had been drafted by the New York State Association to prove to the council that pinball was a game of skill, not luck, and thus not a form of gambling. Los Angeles and Chicago had already overturned similar bans on pinball, and the State Association wanted the game, and the big bucks it made, back in New York City, too.

After delivering an hour of expert testimony to the six council members, Sharpe stepped up to a Gottlieb pinball table called Bank Shot, yanked back the plunger in front of the TV cameras gathered to capture the occasion and commenced to demonstrate the skills needed for this so-called "game of luck." Despite the cameras and the council's scrutiny, he wasn't nervous. Sharpe had honed his skills in the city's peep-show parlors and other shady hangouts—the only places he could find outlawed pinball tables. His first ball bounced between bumpers, shot up ramps, doing everything he wanted it to do.

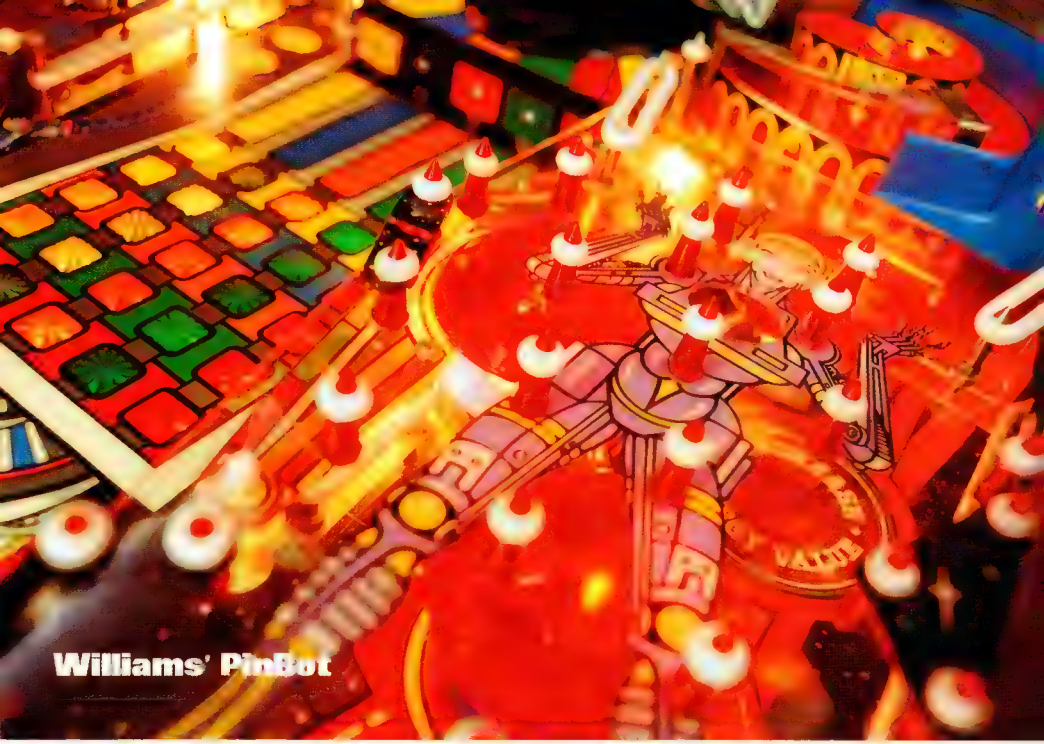
Then Sharpe got cocky. "I don't know what I was thinking. I was foolhardy and probably too young to know better, but like Babe Ruth I actually called my next shot," says Sharpe, who today is Williams' director of licensing. "I told the council members that if I pull the plunger back just right, I can make the ball fall down the center lane at the top of the playfield, because I wanted to show the skill involved right down to the plunger."

Sharpe launched the ball. It arced up and over the center lane, missing it. Then it bounced back, arcing over the lane again. It bounced a third time, its momentum waning, its arc tightening. It dropped straight down the middle lane, exactly where Sharpe predicted.

The council didn't need to see any more. It voted unanimously to drop the ban on pinball. Mayor A. Beam signed the law allowing the game's return on Aug. 1, 1976, which also happened to be Sharpe's birthday.

The history of pinball is riddled with similar tales of victories and setbacks. It's the kind of thing that makes fans of this wholly American and mostly family-run industry wistful. But no news struck with more force than when Williams—which had been making pinball machines since 1946—announced it was leaving the amusement business and would concentrate solely on manufacturing gambling equipment and the occasional video game contracted by sister company Midway. That leaves only one pinball manufacturer, Stern Pinball Inc., located near Chicago, to build machines for this once-booming business.

Williams' pinball-assembly operations shut down Nov. 19, 1999. Star Wars: The Phantom Menace was the last game to roll off the line. It was the second of Williams' vaunted "Pinball 2000" titles, which blended video-game computer power with traditional mechanical pinball components. Williams had hoped Pinball 2000 would revitalize the sagging pinball market, and the company called the program a success last summer. Unfortunately, with losses from its pinball division



"Pinball is a very romantic product...but that's not what puts money in stockholders' pockets." **–Sega's Peter Gustafson**

nearing $18 million over the last few years, Williams just wasn't seeing the mega profits it wanted from the Pinball 2000 line. The company had gone public in '96. It had stockholders to answer to. "It wasn't that Pinball 2000 wasn't successful," Sharpe says. "It's it wasn't successful enough for a publically held company that needs different profit margins. It's like saying *The Phantom Menace* was a failure because it didn't do the type of box office *Titanic* did."

Peter Gustafson, director of sales and marketing at Sega Enterprises Inc, wasn't surprised at Williams' decision. "Pinball is a very romantic product," he says. "It's a historical product, rich with history and stories. But that's not what puts money in stockholders' pockets. It's positive return on an investment that does that, and Williams wasn't seeing that out of the product, although they were trying."

Gustafson is a nearly 20-year veteran of the pinball industry. He's seen it at its lowest points, when fans feared the pinball era was finally at its end. In fact, Gustafson's first job in the industry was as a field service representative with Bally Pinball in 1980—right when video games started swiping pinball's business. "From the day I walked in there until the day I left, more people lost their jobs every single week," he says. "Bally Pinball was a 220,000-square-foot facility in 1980, with 1,400 employees producing 500 to 600 games a day. When I left in late '82 to go over to Bally-Midway, there were 40 employees who made the transfer to the Midway facility. I was the last guy at pinball."

So, just like any other industry, pinball has taken its knocks. During World War II, all the major companies, including D. Gottleib and Bally, ceased pinball production completely and switched over to bomb-site manufacturing and other precision engineering needed for the military. Of course, they switched right back after the war, and the introduction of the flipper in 1947 kicked demand for the game into overdrive (not to mention that pinball gradually became a hit overseas, where American G.I.s had left their machines behind for the French and British to play with).

Suburban sprawl and shopping malls nurtured further demand for pinball through the '50s, '60s and '70s. By the mid-'70s, coin-op was a $4 billion-a-year industry, and pinball

created 85 percent of that revenue. By 1981, with the rise of arcade video games, coin-op swelled to a $9 billion industry, but pinball's share had shrunk to 20 percent. Just a few years later, by 1983, the industry had constricted back to $4 billion, and pinball nearly fell off the gaming landscape.

But, slowly and steadily, pinball crawled back from the brink again. By the early '90s, thanks to amazing titles like Addams Family, Star Trek: Next Generation and Terminator 2, pinball revenues had grown to about 40 percent of the coin-op industry's $8 billion yearly take.

"You almost wonder now and why it has managed to endure through all of it," Sharpe says, "through the legal restrictions, the changes in public mores, the accessibility through locations, the new technology coming in. But somehow, someway, there's always been pinball machines. When everybody has said it's over and it's done, pinball has managed to resurrect itself, reinvent itself and say, 'Oh no—we're still around for a while.'"

Which brings us to today. Pinball revenues are once again in the nether regions of the industry's boom-bust cycle. Experts say only about 15,000 machines will be sold this year worldwide—compared to the hundred thousand that sold in 1992. And with Williams closing up shop, many claim that pinball really is dead, that it has finally run out of innovations to hook a new generation of fans.

Just don't tell that to Gary Stern. "We used to talk about us being the last man standing," says the 54-year-old president of Chicago-area-based Stern Pinball Inc., the only pinball manufacturer left, "but saying that makes it sound like we are going to leave pinball, and we are committed and dedicated to pinball."

Stern's company and family background are so intertwined with pinball that he jokes he's been in the business for 54 years. His father, Sam, bought half of Williams in 1948 and eventually ran the entire company. In 1986, Gary Stern put together a business plan for a new company. Data East invested in it. Data East Pinball was born.

It was a small company. Employees hid the initials of their children on cabinet art. But blockbuster machines such as Secret Service and Torpedo War led to bigger licensed hits like Back to the Future. The company grew.

Sega, which partially owned Data East, bought Data East Pinball in 1994, renaming it Sega Pinball Inc. Its design teams led by legendary pinball creator Joe Kaminkow, Sega Pinball turned out hit after licensed hit, hyperactive tables like The X-Files, Jurassic Park and South Park. Stern remained in charge

"...we are committed and dedicated to pinball." **–Stern Pinball President Gary Stern**



Crammed with about 3,000 moving parts, pinball tables are far more complex than coin-op video games. And Sharpe says the country's lack of technicians skilled in maintaining and repairing these machines is one reason behind pinball's waning popularity. "With a pinball machine, it's like going to a bowling alley," he told us. "You have to oil the lanes sooner or later. Otherwise, it won't be fun for anybody."



of the company throughout, and in October '99 he bought it from Sega—was paring away divisions to focus on the Dreamcast—and renamed it Stern Pinball Inc.

Stern's design theory takes a simpler approach than Williams' heavily computerized Pinball 2000 gimmick. Plenty of pop bumpers, heavy bouts of multiball—that's the type of mostly mechanical action you'll find in a Stern pinball game.

It's pinball targeted at the casual gamer who dumps quarters in the thing between beers at a bar. It's pinball you're more likely to find in cafes and pubs, not glitzy arcades. And it's the type of pinball Stern thinks will stick around for a long time. "We haven't had a lot of new machines made in some time," he says. "There's a demand for us now. There's room in the pinball market for one low-budget, economically run pinball company that's making mechanical-action pinball. That means there's not room for two of us, and it also means there's not room for a public company and all the entrapments that come with that. This is a grind business, and we're gonna grind with it."

So like Sharpe, whose lucky shot brought pinball back to New York City in 1976, Stern is doing his part to preserve this coin-operated American icon. He may be the last man standing, whether he likes the phrase or not, but he's also the last man making a machine that many feel is too tied in with our culture, with our history, with our youth, with our country to die. "It's not just set dressing on *Happy Days*," Sharpe says. "There's something much more to it than that. It's a fully tactile experience, and as long as there is not a way to easily replicate that experience in any other means, there's going to be a place for it. That's why I find it difficult to believe that now, out of any other time in history, we should fear that pinball's gone forever."

Special thanks to LM Amusements for access to the machines shown in this feature. Check 'em out at www.lmamusements.com.





Want your own pinball machine?

Then brace yourself—it's a more involved undertaking than buying a regular coin-op. Kick off your quest in the Yellow Pages, under "Amusement," and dig up numbers of local coin-op distributors and specialty shops (trust us—you wanna buy your pinball machine locally, since you'll likely get on-site service and a warranty). If you lack techie know-how, you're best off browsing at specialty shops, which often sell reconditioned machines guaranteed to be trouble-free.

Distributors and arcades may sell so-called "reconditioned" wares, too, but don't expect the better than-new overhaul you'll find on a pinball machine sold at a specialty shop. "Typically, distributors'll clean it up so it looks good cosmetically, but if it's working, they won't bother to go further than that," Larry McGilvery, owner of LM Amusements in Lisle, Ill., tells us. "That's not exactly what I call a full reconditioning. When I do it, I reassemble everything. All the posts are tightened, all the plastics are cleaned, I adjust the guide rails and I completely replace any wearable part on the flipper mechanisms."

The more like-new your machine, the less cash you'll blow on day-to-day maintenance. "You won't have to do a lot in the first year if the machine's reconditioned properly," McGilvery says, "other than to change the batteries. And waxing the playfield is a key thing, to keep the dirt off, because that's where the wear comes in. After a couple years you'll want to tighten some posts, because they'll get loosened up after things have been battered around." It won't hurt your pinball machine to leave it on all the time—it was designed to operate 24 hours a day—but you should switch it off to save electricity if you won't be playing it for a while.

Now the big question: How much will your pinball machine cost? Expect to spend anywhere from $800 for an old reconditioned unit (Williams Flash, released in '78, will run you $795 at McGilvery's shop) to $5,000 for a brand-new table. Yet surprising as it may sound, older is better. "I suggest that most people don't buy a new pinball machine for the home," McGilvery says, "because it is a large sum of money to spend on something you may get tired of in a couple of years, and it depreciates fast. If you wait two to four years, as a game gets older, it becomes more reasonable. Wait three or four years and what would normally be a $4,500 to $5,000 game could typically go for a little bit more than half of that reconditioned." As an added bonus, older machines will also be loaded with the newest software and mechanical fixes, since new pinball machines often ship with bugs.

Before handing over money for your pinball machine, open the playfield and eyeball it for obvious signs of wear. Look for cracked ramps, worn rubber, dirty nylon rings or signs of obvious rewiring and jury rigging. While none of these problems may interfere with the machine's operation now, they may develop into major snafus months after you've lugged the table home. Our best advice, though, is to take a crash course on pinball tables and their inner workings. Head to www.pinball.com (Williams' extremely comprehensive pinball site) or check the newsgroups for pinball FAQs. These machines are complicated beasts. They come in an enormous variety of mechanical and solid-state setups, depending on their age. But the more you know about their workings, the more chance you'll have of dodging a lemon and preserving pinball in your living room forever.

The first blast wiped out your Space Center. In just 3 hours, the high-tech weapons satellite will strike again...It's your job to make sure that it doesn't.

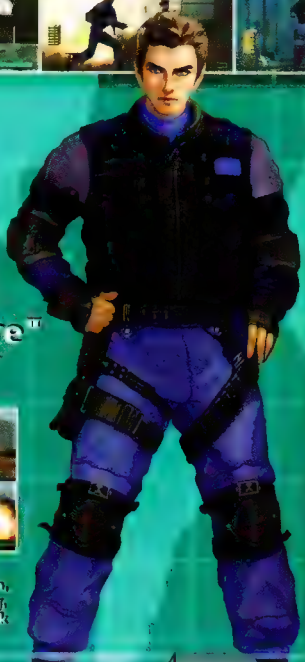




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Review Crew

Crispin Boyer

Now that we're living in a spankin' new millennium, Cris can't help but reflect on the past thousand years of amazing discoveries. Dinosaur fossils. Smallpox vaccinations. The George Foreman Grill. Performance Fleece. Nad's Hair-removal Cream. Oh and are you listening to Freedom Rock? Well turn it up, man!

Current Favorites
DK64, Mario Party 2

Favorite Genres
Action, Adventure





Che Chou

Che's been so busy this month playing games (ahem, GT2), he hardly spent any time in his new bourgeois corner of Chitown. He managed to climb back up to #1 in the Soul Calibur ladder, and can now be seen playing his NGPC nonstop around here.

Current Favorites
Gran Turismo 2, SNK vs. Capcom, Zombie Revenge

Favorite Genres
Fighting, Racing, RPG

John Davison

With six racing games to review this month, it's a good job John's a fan of cars. He was heard loudly and abusively questioning why so many of them had to be crap though. Against GT2...all racing games seem to pale into insignificance. John is in car-geek heaven right now.

Current Favorites
Crazy Taxi, Gran Turismo 2, Sonic Pocket

Favorite Genres
Action, Racing





Dean Hager

Dean had Gran Turismo 2 running almost nonstop this month. What more can we say, the game is just incredible. When he wasn't souping up his CRX in the game, Dean was playing Courtside 2 and March Madness 2000 with the Team EGM guys.

Current Favorites
Gran Turismo 2, Courtside 2, March Madness 2000

Favorite Genres
Sports, Racing

Dan Hsu "Shoe"

Shoe's been having a terrible month. He lost money in Vegas. Then he caught a cold, which stayed with him through a very bad deadline. He's dropped in the Soul Calibur rankings (currently, #4). We think you should all write him and make him feel better by telling him what a big baby he is.

Current Favorites
Soul Calibur, Chu Chu Rocket, Cardfighters' Clash

Favorite Genres
Action, Strategy, Puzzle





Chris Johnston

After spending 40 hours on DK64 this month, Chris started out on Pokémon Gold & Silver. He could be found in his cube mumbling something about breeding the perfect Pichu as he tried to get as far in the game as possible before the preview in this issue had to be done. Now to catch up on DVDs...

Current Favorites
Mario Party 2, Q*Bert, Pokémon Gold & Silver

Favorite Genres
Adventure, Puzzle

Shiny New Review Crew Member

(still) coming soon!

Who Will It Be? Our search for the last RC member is nearly over. But who will it be? The 'real' Elephant Sak? The return of Sushi-X? Find out soon. Really. We promise. We're not kidding this time. You'll see.





Shawn Smith

Now that the holiday season is finally winding down, Shawn can get back to enjoying the local malls without having to elbow slow-walkers and checkbook-balancers out of the damn way. Because Shawn ain't got no time for suckas like that. Now step.

Current Favorites
Zombie Revenge, Mario Party 2, V8: Second Offense, Tomba! 2

Favorite Genres
Action, Adventure

Team EGM

Courtside 2 and March Madness 2000 took center stage this month. The boys were especially impressed with Courtside 2's Create-a-Rookie feature. It didn't take long for Dean to catapult his rookie to superstar status. On the other side, March Madness 2000 was the favorite for multiplayer matchups. You just can't beat college hoops this time of year. On a different note, Team EGM is still waiting to get their hands on 989's NBA ShootOut 2000.



Dan Leahy

Current Favorites
Favorites: March Madness 2000, Soul Calibur, NBA 2K.

Dan's been getting his nightly dose of March Madness 2000. Super Bowl hype has Madden back on the brain, but it's hard to play without getting the itch for Madden 2001 on PlayStation 2. It's gonna be tougher than coach Ditka, meaner than Dick Butkus, and faster than Neon Deion.



John Ricciardi

Current Favorites
RE Code: Veronica, Pokémon G/S, Tomba! 2, NBA 2K

After spending three days (and nights) playing through the first disc of Code: Veronica, Ricciardi's anticipation for the final game has grown to dangerously high levels. On a more sporty note, he'd like to express his sorrow regarding the loss of Sir Charles. The NBA just won't be the same...



Todd Zuniga

Current Favorites
March Madness 2000, NBA 2K, FIFA 2000, Tomba! 2

Todd has been sitting by eagerly awaiting the arrival of NHL 2K, and hopes the success of his beloved St. Louis Blues will translate to high ratings on the game. In the meantime he's been walled up trying to get his alma mater, the DePaul Blue Demons, into the Big Dance in MM 2000.

This Month...

If you're sick of game companies releasing crap games, then please quit buying them! The Review Crew of *EGM* implore you to exercise your right as an able consumer, and discourage companies from producing mediocre drivel. Do we really need yearly updates on a vehicular combat game? Is there a reason why Tomb Raider 4 hasn't evolved in four years? And more importantly, why are you, the gaming public, buying this stuff? Put your money where your mouth is and show some consumer solidarity...Speaking of money and mouths, we hope you've had a great holiday season. This month, we present to you Neo•Geo Pocket Color game reviews. Check them out, we think you'll be surprised with the results!

Our Philosophy

10 9 8 7 6 **5** 4 3 2 1 **0**

EGM rates games based on how they compare with other titles on the same system. The highest score we'll give a game is a 10. When a game receives a 10, you can rest assured it's one of the best games ever made—a revolutionary title that truly stands above everything else in its genre for its time. At the other end of the spectrum sits the lowest score a game can receive: a 0.0. This is the kind of game you want to avoid at all costs. It's pure crap, as our scale (above) explains. In the middle lies the average grade, 5.0. We repeat: 5.0 IS AN AVERAGE GRADE. Simple, ain't it?

Our Awards

Platinum Awards go to games that get four 10's, the best and rarest review a game can get.

Gold Awards go to games whose average score equals 9.0 or higher.

Games that average at least an 8.0 receive **Silver Awards.**

Armada



Publisher:	Metro3D
Developer:	Metro3D
Featured In:	*EGM #124*
Players:	1-4
Supports:	None
Best Feature:	Plays like an action-RPG
Worst Feature:	Gameplay gets repetitive
Web Site:	www.metro3D.com

Funny thing about Armada: I'm not so excited about this game, but I can't wait for its sequel. That's 'cause **this thing is crammed with unmet potential**. Like Gauntlet Legends in space, Armada lets you and three pals battle legions of enemies while building your character with experience points. It's a novel idea made better when you factor in the vast assortment of enhancements you can buy with the money earned from successful missions. You can only equip four power-ups at a time, so you'll need to think hard about the gadgets you invest in (some items reinforce others, adding more strategy). Advance enough levels and you'll gain access to super weapons, which you'll need to battle the big baddies found far from your homeworld in the game's nearly limitless galaxy, which is filled with curiosities you'll discover on mini-quests. Still, it wasn't long after I started the game that I settled into this dull pattern of a) fly to a patch of space where I can get the most experience and cash then b) complete current mission. I can only repeat those two steps so long before things get kinda boring. Armada's open-ended gameplay means you run out of things to do after the 30th mission or so. The game is best played with no more than three players, since things get chaotic with four players and a screen filled with enemies. **Crispin**

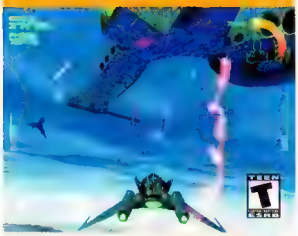
I'm not blaming the developers, but I do believe Armada could've been more enjoyable in an expansive online universe filled with hundreds of online players. I just think this type of game lends itself to that sort of thing. Flying around in space killing aliens, visiting space stations and completing missions by yourself gets lonely—and boring. **Luckily the four-player stuff made for a good time**, and added to the replay. It just needs more. **Shawn**

I'm in love with the graphics and the so-much-more-than-just-a-shooter premise. This is a fantastic idea for a sci-fi game. But the gameplay is fairly blah. It's just a lot of straightforward shooting—**it's not even as challenging or addicting as Astrod**. The four-player game isn't that great either (it's too chaotic). Armada is definitely worth checking out...just don't get your hopes up too high. I really hope the sequel takes the RPG thing up a notch... **Shoe**

The idea of mixing action and role-playing is very admirable, but the repetitive nature of the gameplay means that **the yawns creep in after only a few hours.** It's probably best played multiplayer—but be sure to play with a group with similar stats. If you jump into the fray with more experienced players, the whole thing can get a bit dull because you get left behind, and can't get in on the action. The inevitable sequel will need better play balancing. **John**

VISUALS	SOUND	INGENUITY	REPLAY
7	7	8	6

Incoming



Publisher:	Interplay
Developer:	Rage Software
Featured In:	*EGM #125*
Players:	1-2
Supports:	Jump Pack
Best Feature:	Yummy graphics
Worst Feature:	Everything but the yummy graphics
Web Site:	www.interplay.com

Dear video game developers. While we certainly appreciate your efforts in bringing us the highest quality graphics that processors can process, we do politely request that you throw in some gameplay as well. Yes, blowing stuff up real good is fine and dandy...and even a little fun now and then. But a successful recipe for a game requires more than just the two ingredients of "pretty" and "ka-boom." It was thoughtful to include the use of multiple vehicles—we have to admit, the manned turret stages are cool. But when the choice of other rides includes slow-as-molasses tanks, hard-to-control helicopters and jets whose cannons are as useful as BB guns, it's difficult to get too excited. Oh, thanks for the two-player mode, but no thanks. The excitement level there did n't raise our heartbeats one bit, and after five minutes, we desperately wanted to turn it off. No offense. Anyway, **it's fairly obvious this game is nothing more than a technology demo**, so in those regards, you have a runaway success. Personally, I'd give the game a "10" for visuals. Anyone who wants to show off what their DC can do should, without a doubt, use your product. But we're sorry to say, the overall, repetitive experience of going through unimaginative mission after unimaginative mission has left a bad taste in our mouths. Sorry. **Shoe**

Incoming reminds me of all those ho-hum games that hit the PC at the dawn of 3D acceleration. It's a nice-looking shooter with dull, supremely simple gameplay. Sure, I like to blow stuff up as much as the next twitch gamer—and Incoming gives you plenty of targets, its turret stages are satisfying in a primal kinda way. But **you'll find much better action games for the Dreamcast** (Expendable, anyone?). Rent this for really cheap, really short-lived thrills. **Crispin**

You can really tell that this was developed when 3D cards were first emerging on the PC games scene—because Incoming is quite literally all style and no substance. Using every graphical trick the team at Rage could think of, the whole thing is just a mess of colored lighting and fancy effects. Underneath all this though is **a repetitive old-school shooter that will keep you interested for about 30 seconds.** Don't waste your money. **John**

Incoming is in desperate need of an interesting plot or story line; it has everything but that. The graphics are beautiful, the frame-rate is fast and smooth, the explosions are incredible...**it just has nothing to bring it together**. It's a shame, it could've been great. On the other hand, as a mindless shooter it's not bad. Unfortunately even that gets boring. Like Shoe said, if nothing else, Incoming is a fine showcase of the Dreamcast's graphic power. **Dean**

VISUALS	SOUND	INGENUITY	REPLAY
9	7	2	3

F-1 World Grand Prix



Publisher:	Sega
Developer:	Video System
Featured In:	*EGM* #126
Players:	1-2
Supports:	Jump Pack
Best Feature:	Gorgeous graphics
Worst Feature:	Over-sensitive controls
Web Site:	www.sega.com

Before you notice anything else about this, it has to be said that the graphics are really quite wonderful. They're certainly a step up from any F1 games that you might have seen before—and they whiz by so smoothly that you really get a keen impression of speed. As far as features go, it has everything you'd expect, although I was surprised to see the '98 season as the game's focus rather than the '99. If you follow the sport though, it'll seem a bit odd racing with all the 'wrong' drivers in the wrong teams. Speaking of drivers, they're all present and correct—with the exception of Jacques Villeneuve, who's obviously such hot-sh*t that his license comes with a higher price tag for Sega. Oh well, we can live without him. It's nice to see that you can turn all of the '98 season events on too...if you crank all the settings up and race for long enough, drivers will wipe out where they really did during the season, and pit events will occur just as we saw on TV. **It's all very impressive stuff...**but it's not without some problems. My biggest worry is the fact that the controls are so damn sensitive. You have to be super gentle with the analog stick...almost tweaking and caressing it rather than yanking it back and forth. It takes some getting used to. Look at it this way, it'll make you a more considerate lover as a bonus side effect. **John**

I'm a bit disappointed in the way F1 WGP turned out. I thought we were in store for not only the prettiest F-1 sim ever, but the most accurate as well. **Two things are holding it back, overly sensitive steering and imprecise handling.** As John said, the analog control is way too touchy to work well, I agree with that. I also think these cars handle like they're on a swindle rather than on rails like they should be. Certainly not a bad game but it could be better. **Dean**

There's a lot to like about F-1 World GP: the graphics are among some of the best for a Formula One racer, the frame-rate is good even when you're nestled in the pack, the controls (despite what the others think) are tight and responsive, and the breakbeat soundtrack is interesting enough to warrant independent listening. Too bad the AI likes to ram you from behind, or that **the two-player mode strikes me as an afterthought** to an otherwise decent racer. **Che**

I'm a complete novice when it comes to Formula One racing. Never seen it on TV and never played any of the previous games. So when it came down to playing this, **I quickly found that F-1 is not about only holding down accelerate.** After getting used to the style of racing, I could sit back and enjoy the speed afforded by some of the straightaways. The music, an ambient overture of techno beats, fits the racing action well. Another decent DC racer. **Chris**

VISUALS	SOUND	INGENUITY	REPLAY

NFL Quarterback Club



Publisher:	Acclaim
Developer:	Acclaim Studios-Austin
Featured In:	*EGM* #124
Players:	1-4
Supports:	VMU
Best Feature:	Graphics
Worst Feature:	Uh, where do we begin...
Web Site:	www.acclaim.com

If it wasn't for NFL 2K, this game would have set back video game football on the DC about 1,000 years. Not much has changed from the ill-conceived N64 version released a couple months ago. Sure, the visuals and frame-rate have been ramped up, but that's about it. Player response is still painfully poor. Just tap the analog stick and watch your player take six strides before coming to rest. It sucks. As a wise Canadian once said, "Doesn't Acclaim have anybody play-test this stuff?" Apparently not, because the camera selections are all unusable, **the passing game is atrocious, and playing defense is a detached, meaningless experience.** Menus, play-calling screens and presentation also fail to live up to basic expectations. I can't stand calling a play which doesn't show me what personnel will be on the field. I don't want to guess who my slot receiver is, or if my halfback or fullback is in the game. Once the play begins, frustration is taken to a whole new level. I can cite a ton of cases where my receiver was right on the target to catch the ball only to see it carom off his back. I don't think I've ever yelled so much at a game. The running game is mediocre at best, with a few cool tackle animations thrown in. Take it from a non-smoker...I'd get more enjoyment from a pack of Camel filterless cigarettes. **Dan L**

This game is really entertaining...but for all the wrong reasons. **Each play is potentially more hideous than the last.** It's like watching the Three Stooges play football. Quarterbacks will throw in one direction while the ball goes the other. Receivers run away from easy catches. Players will abandon their pass routes and run directly out of bounds? The list goes on and on. I'm surprised Acclaim is releasing this fatally flawed title...it's just plain awful. **Dean**

My accuracy at throwing this game in the trash is better than any of the quarterbacks were at throwing the ball. I don't care how good this game may first appear, I hated it. Catching the ball is equally as challenging and fun as amputating your own hand. Any fun I have associated with video games and football has taken a heinous blow since this nightmare. **It's the kind of effort that makes unsuspecting fans hate America's Sunday pastime.** **Todd**

Is it me, or is Acclaim starting to go back to the way they used to be? Not only are they milking the crap out of their licenses again (poor South Park), but they're rushing unfinished games to market, like the last two Turoks and now this mess of a game. **NFL QB Club 2000 is inferior to NFL 2K in every which way.** The graphics and animation are weak, the controls are awful and overall the game just lacks polish. This needed six more months in development. **John R**

VISUALS	SOUND	INGENUITY	REPLAY

Soul Fighter



Publisher:	Red Orb
Developer:	Toka
Featured In:	*EGM* #124
Players:	1
Supports:	Arcade Stick
Best Feature:	Gorgeous environments
Worst Feature:	Too many to list here! See below.
Web Site:	www.redorb.com

Let's jump right into it: The intro is terribly lame. The cutscenes are just as bad (wait until you see the shark pirate boss scene). The game doesn't support things the way it should (no Jump Pack, and arcade stick controls suck). The stupid computer-controlled units have trouble tracking you around corners and can have some ridiculously cheap combo attacks (and when they knock you down, it takes forever to get back up, allowing all the baddies to regroup at their leisure). Even though the designers did a nice job mixing in short levels with the long, the long stages can drive you absolutely insane. A couple of them are psychotic in length, with no check or save points (If you die...guess what? Start all over). Clear out attacks (you know the kind, you spin around, lose a little health and knock everyone on their asses) work like crap with their practically zero range of effect. The environments, although beautiful, have clipping problems (you know it's bad if enemies can hit you through walls). Most of the time, it's impossible to win without exploiting the retarded AI (by taking advantage of enemies' near-sightedness and drawing them out of a crowd from a distance, one at a time). There's no two-player mode, even though it's a party of three traveling around everywhere. And the camera! Ugh! **It's nauseating!** **Shoe**

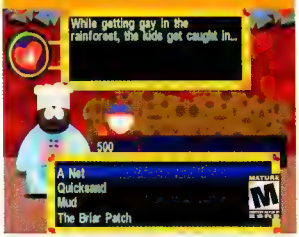
The idea of Soul Fighter is great. A Golden Axe-type game with good-sized levels and plenty to beat up. It's **hindered by a few glaring problems.** First, no multiplayer. Second, the camera is too tight on your character and likes to swing around when you turn—often with dizzying results. If you can't immediately see a radius of 10 feet around you how do you know where to attack? Graphics are pretty but there's not enough substance here. **Chris**

Does this game ever stop sucking? Er, no. Soul Fighter is an appalling excuse for a 'next-gen' fighter. Obviously borrowing heavily from the Golden Axe school of mindless running and hitting stuff, **it's prevented from being fun by a boring premise and a camera system that appears to be on crack.** You constantly fight with the stupid thing while trying to remain interested in the godawful repetitive gameplay. Do not buy this game. You'll regret it. **John**

I'm sure we saw plenty of games like Soul Fighter when the PlayStation first came out—you know the kind, **lots of "wow!" and very little of anything else.** The controls in this game almost cost me a new Dreamcast pad, and let us not speak of long-leveled adventure games with no save points...I just about lost it playing Fighting Force 2 this month. Don't be enticed by Soul Fighter's delectable visuals, it's a real piece of crap in disguise. **Che**

VISUALS	SOUND	INGENUITY	REPLAY

South Park: Chef's Luv Shack



Publisher: Acclaim
Developer: Acclaim Studios
Featured In: *EGM* #125
Players: 1-4
Supports: None
Best Feature: Crisp graphics
Worst Feature: Terrible disc access problems
Web Site: www.acclaim.com

The premise for this is excellent...a game show set in South Park with all of the usual shenanigans that you'd expect to be associated with that. Trivia questions loosely based on the series and the surrounding culture are the focus of the game, with a variety of mini-games that borrow heavily from lots of retro ideas. How could it possibly go wrong? Well, for starters this kind of thing has to rely heavily on humor and throughout Chef's Luv Shack you get the feeling that the development team had some great ideas, and then wimped out at the last minute. **Everything seems so diluted and lame that in places it's almost embarrassing.** The questions are far from inspired, and in terms of scope they're not a patch on those that you'd find in You Don't Know Jack. The gameplay mechanics are pretty similar to the classic quiz game...but there is some oddness that doesn't seem right. For example, if contestants don't get a question right—you never actually find out what the right answer is, you just move on to the next category. It's very offputting and goes against the whole 'feel' of a trivia game. The mini-games are cool though, and they introduce and element of competition that you don't get in the quiz show parts. If you do buy this, make sure you play with four people. That way you can make your own fun. **John**

Ugh. **How could Acclaim release this game with such pathetic load times?** The between-question hiccups ruin the rhythm of what should be a solid You Don't Know Jack rip-off. Luv Shack's problems don't end there. Many jokes fall flat, and the characters' one liners aren't enough to keep the laughs coming. Still, there are worse ways for four friends to pass the time. I just wish the rest of Luv Shack was as good as its clever mini-games. **Crispin**

This game has everything a hardcore South Park fan wants. It has the art style, the real character voices and the raunchy, witty humor (for the most part). Nearly all of the mini-games are hilarious and quite fun, and the questions—though not quite what I was expecting—are enjoyable. **The main thing is the terribly frequent loading**, which breaks up the action something fierce. Heck, the sound even cuts out sometimes. It's fun but unpolished. **Shawn**

Luv Shack tries to do You Don't Know Jack, and it tries to do Mario Party. But it does neither well. The concept is just fine...interspersing trivia questions with mini-games (so you don't have to know trivia to score) is a great idea. But **the erratic, stuttering flow of the game ruins all the fun.** The PS version had understandably poor load times, but there's no excuse with the DC's memory. Luv Shack feels rushed and slapped together. **Shoe**

VISUALS	SOUND	INGENUITY	REPLAY
7	6	6	7

Test Drive 6



Publisher: Infogrames
Developer: Pitbull Syndicate
Featured In: *EGM* #126
Players: 1-2
Supports: Jump Pack
Best Feature: The soundtrack
Worst Feature: The cars, the tracks, the gameplay
Web Site: www.infogrames.com

This looks and feels like a rushed conversion of a crappy-looking PlayStation game. This isn't surprising though, because that's exactly what it is. If you're looking for the definitive GT racing game this isn't it. The environments look awful, the frame-rate is up and down like a yo-yo, the cars look like they were turned out of Jello moulds, and they're modeled so badly you can hardly tell what they are. Quite why Infogrames invested so much in lots of coo. car licenses is beyond me—why bother if the cars are unrecognizable? They don't even behave the way you'd expect them to. The tournament mode is divided into different classes—but since when would you pit an F150 pickup against an '82 Lotus Esprit? And since when would you see said pickup outperform the Lotus on the track? The whole franchise is falling apart if you ask me. **It looks, feels and plays like a game that's been rushed out.** Maybe Infogrames should stop wasting money licensing cars and paying for bands like Fear Factory, Eve 6 and Lunatic Calm to do the soundtrack, and invest some time and money in letting Pitbull Syndicate produce a decent game. We don't need a Test Drive every year. I'm sure if Pitbull were allowed to invest the time in the series they could bring it back on track. As it stands though, this sucks...avoid it. **John**

I'm extremely disappointed in the direction this series has gone. **It's lost all its unique personality and style and soiled its name with simplistic, seen-it-before arcade gameplay.** The original idea of Test Drive was to experience exotic sport and muscle cars as they are in real life. It's strayed so far from that premise it's nearly on par with Cruis'n' World and other such "blockbusters." Unfortunately fans of this series are in for a real surprise **Dean**

Knowing what Pitbull Syndicate is capable of, TD6 is a real letdown. The AI is on the screwy side, the graphics aren't quite on par with what's expected from the system and the frame-rate is poor. **Certainly, a better game could've been made on the DC.** TD6 has some interesting ideas, but even those aren't particularly innovative (the basic concept for the gambling and cop stuff was in NFS: High Stakes on the PS). Perhaps it was rushed **Shawn**

Test Drive 6 is back in all its mediocrity this month on the Dreamcast. Despite all its good looks and a treasure trove of all-licensed alterna-rock, playing through this game again was a real downer. **The Dreamcast TD 6 doesn't offer anything new over the PlayStation's version.** Sure, it's got a higher resolution and better frame-rates, but the gameplay and physics are still an insult to racing fans everywhere. TD 6 is not worth your time **Che**

VISUALS	SOUND	INGENUITY	REPLAY
5	6	5	5

Vigilante 8: Second Offense



Publisher: Activision
Developer: Luxoflux
Featured In: *EGM* #122
Players: 1-4
Supports: Jump Pack
Best Feature: Awesome frame-rate
Worst Feature: Collision detection w/objects
Web Site: www.activision.com

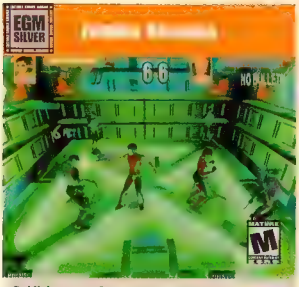
Car combat games are rapidly getting old, joining the ranks of the overused and tiresome subgenres (no thanks to the one-too-many-editions of the Twisted Metal franchise). Although I was a fan of the original V8, I wasn't really looking forward to part deux. After all, I only need so much guns-on-cars action in my life. V8:SO, as a sequel, is fair. The new stage designs are still clever, and they're full of very creative objectives (like participating in Winter Olympic style events in Utah). Besides that, the rest of the new stuff isn't really all that thrilling (the new cars, some different weapons, hovering ability, the ability to upgrade your car, etc.). It really isn't the fault of the developers. Like I said...it's a subgenre that's getting stale. Since this is the only game of its kind on the Dreamcast, however, I'd have to give it high recommendations. It looks fantastic. It does have some glaring texture draw-in, but that's more than OK since the frame-rate is so incredible (even in multiplayer...**this is probably the smoothest frame-rate I've ever seen in a four-player split-screen game**). The game does have some control issues (especially in 4p) and collision detection problems (clipping through walls and objects is common). It also could've used some more creative deathmatch modes. Still, the game kicks ass on the DC. **Shoe**

The Dreamcast's first car-combat game may be rough around the edges. Control takes getting used to, and it suffers draw-in problems. Still, this thing **delivers exactly the kind of four-player thrills the Dreamcast needs**. The visuals are nice, but the important thing is the frame-rate stays smooth with four players. This is a robust game throughout, with mighty interactive arenas, car upgrades and excellent two-player cooperative modes. **Crispin**

For the most part V8: Second Offense is a decent if not a slightly buggy game. **Collision detection is loose in places.** Several times I passed directly through an enemy vehicle at close range. It'd be nice if the handling was a bit tighter as well. It's tough to keep some of the cars in a straight line. Yet even with the drawbacks, it's still really fun. Because of the fast frame-rate, four player is the most functional I've played of any car combat game to date. **Dean**

Car combat games have been lacking in the multiplayer area up to this point. Not because of a lack of modes or anything, but because the frame-rate in these graphic-heavy modes often suffers—which hurts the overall intensity of group battles. Now we have a system more than capable of handling whatever is thrown at it, and it shows (minus some clipping problems). **Multiplayer and co-op is a joy in this one.** And the quest stuff is a blast **Shawn**

VISUALS	SOUND	INGENUITY	REPLAY
7	7	8	7



Publisher:	Sega
Developer:	Sega
Featured In:	*EGM* #126
Players:	1-2
Supports:	Jump Pack, Arcade Stick, VMU
Best Feature:	Limited continues, great visuals
Worst Feature:	Fighting mode
Web Site:	www.sega.com

When Sega does a game like Zombie Revenge on the Dreamcast, it makes you wonder why other companies can't do DC games that look and play this good. It's a perfect conversion of the arcade game, and Sega has made sure it's not a cakewalk by limiting the number of continues and adding new modes to make it more challenging and add replay value. The addition of the Bare Knuckle and Gun modes are welcome, and they play differently than the normal game. Bare Knuckle mode's got a strange addition of weird items like gum and apples to make the retro style complete (Streets of Rage had apples and meat you collected for health). **This game makes me long all the more for a 3D Streets of Rage.** Fighting Mode has got to be one of the lamest fighting modes ever, so it's a good thing it's just an extra. Whoever gets in the first punch can keep tapping punch and will likely win. The VMU game takes up an entire VMU worth of space and isn't worth it (it unlocks some cheats and builds up your power in the Fighting Mode but that's about it). Environments are super-detailed, and there's barely a hint of slowdown even when there's a lot happening on screen. Sega's got a good thing going making their arcade games into excellent home games. Now all we need is Super GT or Ferrari F-355.

Chris

The way I see it, **you need at least one game like this in your library for a particular system.** And ZR fits the bill perfectly. Not only does the thing look amazing, it's a lot of fun to play with a friend. Sure, it's on the mindless side a lot of the time (it *is* about zombie-killing after all) but as long as your library isn't inundated with games in this genre, everything is chill. And what's this—one of the later levels is the house from The House of the Dead. Cool.

Shawn

People are going to think I'm weird for saying this, but I found Dynamite Cop's over-the-top approach to the 3D beat-'em-up to be more appealing. Even so, **Zombie Revenge is a decent brawler that's best played with a pal.** The action, as you'd expect, is mindless (made even more so because of the characters' overly useful handguns), but that's how this game is supposed to be. The replay value isn't here though, even with all the new modes.

Shoe

Zombie Revenge is 3D beat-'em-ups done right. The fine line it walks between camp and chic is ever-shifting. On the one hand, it's got guns, buns, cleavage and gore galore. But then you look closely at all the little details that Sega threw into it and you come to appreciate just how dynamic ZR really is. There's a lot of sweet "design" work taking place just under the twitch gameplay. A bunch of badasses trapped in a Lovecraftian nightmare. Totally cool.

Che

VISUALS	SOUND	INGENUITY	REPLAY
9	7	6	7



Publisher:	Midway
Developer:	Midway
Featured In:	*EGM* #122
Players:	1-4
Supports:	Arcade Stick
Best Feature:	This is the best console version
Worst Feature:	No extras! It's a straight port
Web Site:	www.midway.com

If any of us here would be stuck on an island with one version of NBA Showtime, we'd pick the arcade machine. If we had to take a console edition, we'd pick the DC one. It looks the best, and it plays the best. It's practically arcade-perfect, which is saying a lot (Showtime is a very impressive 3D game...**you'll never go back to NBA Jam after this**). Naturally, Midway didn't add anything new here. It's a straight port, which is a bit disappointing. But this, like NFL Blitz 2000, is a great multiplayer game that's fast, frantic and a hell of a lot of fun.

VISUALS	SOUND	INGENUITY	REPLAY
8	7	5	7



Publisher:	Acclaim
Developer:	Acclaim Studios-London
Featured In:	*EGM* #126
Players:	1-4
Supports:	VMU
Best Feature:	Decent frame-rate
Worst Feature:	Confusing track layouts
Web Site:	www.Acclaim.com

Fact is, Re-Volt was mediocre on the PS and N64. A pokey frame-rate and uninspired graphics didn't do much for a game already hindered by a weak premise (there's only so much you can do with an RC car). **But for the Dreamcast a lot of the problems have been cleared up.** Since the graphics are improved, the realistic feel of the worlds you race in is much more potent. What's more, since the frame-rate stays high, there's no weird choppiness-related control problems. While not our favorite racing game, Re-Volt for the Dreamcast is worth a look.

VISUALS	SOUND	INGENUITY	REPLAY
8	8	5	8



Publisher:	Acclaim
Developer:	Acclaim Studios-Teeside
Featured In:	*EGM* #126
Players:	1
Supports:	Jump Pack
Best Feature:	Graphical additions
Worst Feature:	Hard-to-follow game progression
Web Site:	www.acclaim.com

By now, you've probably played Shadow Man on the PS or N64. **Well, to truly experience it, you should play it on the DC**—the other systems just don't have the power to back up the gameplay with the same style of visuals. Granted, the game itself is essentially the same as any other version out there (it's a dark, horrific action/adventure), but the graphical additions mean a lot. Flies buzz around dead bodies, textures are super hi-res, and the flame and lighting effects look stunning. Unfortunately, there's minor jerkiness and slowdown in certain areas while loading.

VISUALS	SOUND	INGENUITY	REPLAY
8	7	6	8

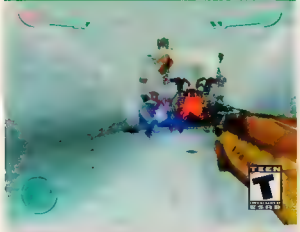


Publisher:	THQ
Developer:	Point of View
Featured In:	*EGM* #126
Players:	1-6
Supports:	Controller Pak
Best Feature:	Bowling physics
Worst Feature:	Very dull aesthetics
Web Site:	www.THQ.com

Ladies and gentlemen, the world's most boring bowling game! Actually only the presentation is boring. The important thing, **the physics and gameplay, are pretty good.** That's all that matters anyway. If you hadn't noticed, this game came out for the PlayStation over a year ago. It's completely the same but it seems like the AI has been tweaked to thwart cheating. In the PS version you could line up your shot once and bowl strikes all day. Currently the AI prevents this maneuver. BPC has absolutely no flash whatsoever but still manages to be fairly fun.

VISUALS	SOUND	INGENUITY	REPLAY
4	4	5	7

Armorines Project S.W.A.R.M.



Publisher:	Acclaim
Developer:	Acclaim Studios U.K.
Featured In:	*EGM* #123
Players:	1-4
Supports:	Rumble Pak, Controller Pak
Best Feature:	Blastin' hordes of bugs
Worst Feature:	No checkpoints, poor frame-rate
Web Site:	www.acclaim.com

If Turok shot at bugs instead of dinosaurs this would be a new Turok game. While the first few levels are short, they get long real quick. **I cannot understand why developers do not put checkpoints in games with big levels.** It would've cut down on a lot of my frustration with this game if I didn't have to redo every single thing again just to get to the point I had trouble with. I don't understand why, when you're near a two-foot-tall fence or ramp, you can't jump over it. At least after you kill them, enemies don't respawn. There are some cool scenes where bugs pop out of nowhere over a ridge and then climb down to get you or are holding human corpses in their pincers. In a few bits you're on a monorail or other vehicle on a track shooting bugs that threaten your progress that are done nicely and mix up the action. There's no real story here, and a lot of times messages from your commander are gone before you get a chance to read them through. Graphics go from bland, repetitive N64 textures to cool-looking textured buildings and areas. Unfortunately, exits aren't marked well so if you're not careful, you'll leave a level before you've completed all your objectives and have to start again from the beginning. If it had some checkpoints, this would be more fun (and less frustrating) to play. Rental at most. **Chris**

We don't need another uninspired first-person shooter like Armorines. The story is nothing special, and cinemas are too choppy to enjoy. The frame-rate is chunky in the low-res mode at times, mostly choppy in the hi-res mode and downright unacceptable in the multiplayer modes (which ruins them). And certain levels are terribly dark—like the developers decided to make things dark instead of foggy to cover up draw-in. It's just not very fun. **Shawn**

If the Turok games are your thing, then you'll probably really like Armorines. It's littered with surprise attacks and edge-of your seat action. It's also full of nagging issues. Frame-rate—man this gets choppy in places. Check points—where the hell are they? Multi-player—not really fun at all. Armorines is still worth checking out though, since **it does a very good job of capturing the feel of an exciting sci-fi action flick** (like that crap-tastic *Starship Troopers*). **Shoe**

I got excited when I first heard Armorines was a *Starship Troopers*-inspired shooter with cooperative play. Then I played it. This thing is dull and unimaginative at worst and only competent at best. Forget about the two-player cooperative mode—it's too choppy and you face too few enemies. **Armorines just feels like another rushed Acclaim game.** At least Turok 2 had a cool story and slick interface. You'll find none of that here. **Crispin**

VISUALS	SOUND	INGENUITY	REPLAY
6	4	3	4

Castlevania Legacy of Darkness



Publisher:	Konami
Developer:	KCE Kobe
Featured In:	*EGM* #125
Players:	1
Supports:	Controller Pak, Expansion Pak
Best Feature:	The few new areas
Worst Feature:	All the old areas
Web Site:	www.konami.com

Don't be fooled by the screenshots or the first few minutes of play showing the new worlds to explore and new monsters to fight. This is a Director's Cut, and nothing more. It's not a true sequel, and it's not a new game. Just about everything different that's in this cart (the extra scenarios, two more characters, etc.) was intended to be in the first Castlevania but was dropped during the last cycles of development. **Now we have it all, but it's not a real improvement over the original.** That's not to say this game is bad. In fact, if you can see yourself playing through Castlevania (N64) again, but wouldn't mind a little bit more, then Legacy of Darkness would be a fine purchase. It's just unfortunate the improvements are minor. Not only that, but one of the biggest reason to get this cart (to play as four different characters) requires you to beat the game as Cornell first...a fairly long task. If you've never played the first game, make sure to get this one instead. Even though most Castlevania purists scoff at the 3D-ness (the game certainly isn't as good as the 2D side-scrollers), I still think it has enough classic gameplay (only in 3D, of course) and gothic flavor to make it worth playing through. On a side note, the graphics are slightly better, but the Expansion Pak-induced hi-res mode is crappy. It'll make the frame-rate take a dive. **Shoe**

I never played the first one, but this is exactly how a 3D Castlevania should play. Granted, the graphics aren't fantastic and the use of the Expansion Pak makes it look worse rather than better (choppy in hi-res, smoother in low-res). The control and camera can be a little jerky, but **it's got the same feel as the classic Castlevania games.** Put this same kind of gameplay and depth into a prettier shell and clean up the control, and you've got a classic. **Chris**

If you played N64 Castlevania six months ago, **you'll suffer heavy-duty deja-vu** from this pseudo sequel. Most of it is only slightly improved and different. You get a cool new character, but you'll encounter many of the same clever platform-based puzzles, the same Bosses and the same washed-out graphics. Still, the new-and-improved stuff here makes it worth a second jaunt through Castlevania. Jump on this now if you avoided the original. **Crispin**

Since I'm not going to get a new 2D Castlevania anytime soon, I'll have to settle with this new 3D installment. Thankfully, it's pretty good. Even more so than the last N64 Castlevania, **Legacy of Darkness captures the basic feel of the old-school games** (except in 3D), and offers a slightly more robust playing experience (with four different characters to play as...once you open them up). Note: The animation, and hi-res mode need some work. **Shawn**

VISUALS	SOUND	INGENUITY	REPLAY
7	7	6	6

Mario Party 2



Publisher:	Nintendo
Developer:	Hudson Soft
Featured In:	*EGM* #127
Players:	1-4
Supports:	Rumble Pak
Best Feature:	New styles of games
Worst Feature:	Too many returning mini-games
Web Site:	www.nintendo.com

I'm probably as big a Mario Party fan as they come. Even when the rest of the staff grew up and moved on, I was still playing it one-player. Now that the sequel's here, I'm both happy and disappointed. On one hand, the game has been improved. All of the boards are more interesting with the addition of Koopa Banks, item Shops and events that can steal your coinage or toss you around the map like a rag doll. One-on-one duels and battle mini-games add spice to the mix as well (see this issue's MP2 preview for more details). And with 44 new mini-games, you have what seems like the perfect recipe for a worthy sequel. Problem is, all of these improvements are minor, at best. It also doesn't help that 20 of the 64 competitions come from Mario Party 1 (that's almost a third...you'll feel like you're playing the original game a lot of the time). I'm also bummed the longer-term goals are gone (saving coins to buy new boards, trying to earn 100 stars, etc.)—they provided some fun, extra incentives to keep playing new games. Even though **Mario Party 2 should probably be called Mario Party 1.5, or Mario Party: Director's Cut**, it still provides a decent time. If you don't mind that this cart isn't full of new surprises, and you're looking for more four-player party game goodness, then by all means, get it. **Shoe**

Mario Party 2 packs just as much goofball fun as the first game—but I'm not so sure this sequel's worth grabbing if you've already played the original to death. Too many of the mini-games here feel like refurbished versions of the old ones, and you'll find few enhancements to the rules. Still, **only the most jaded Mario-bashers among you would snub this** expertly crafted multiplayer experience. It'll keep you and three pals partyin' for months. **Crispin**

Party games like Mario Party 2 are the best. It makes kicking back with a group of your favorite chums for a night of tainted beverages and gut-splitting laughs all the easier. **Sure, the game is a little childish and silly in spots, but it'll entertain you again and again.** Even with all of the rounds of MP 2 we played, the variety of boards and kick-ass mini-games had us coming back for more. If you entertain guests who game, this title is a sound investment. **Shawn**

I didn't think Nintendo and Hudson could improve on the original Mario Party, but they've done it. An excellent follow up with **enough new mini-games and twists on some from the first kept me coming back.** Each board has its own personality, but it's not quite as easy to screw other players over in the star department. Do not play this game alone. All that's missing are Nintendo's other characters, but I guess it wouldn't be a Mario party then, eh? **Chris**

VISUALS	SOUND	INGENUITY	REPLAY
7	7	7	9

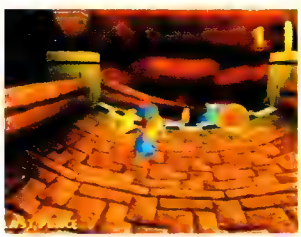
Donkey Kong 64

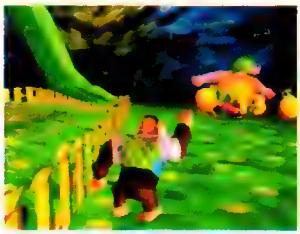


Publisher:	Nintendo
Developer:	Rare
Featured In:	*EGM* #125
Players:	1-4
Supports:	Rumble Pak, Expansion Pak
Best Feature:	Fun mini-games, puzzles
Worst Feature:	Long stretches of monotony
Web Site:	www.nintendo.com

There are few video game characters that have been around as long as Donkey Kong. Rare worked magic on the Super NES by reviving him for Donkey Kong Country, and now Nintendo and Rare try to bring that same magic to the Nintendo 64.

Only problem is that DK64 isn't as revolutionary a game to the N64 as DKC was to the Super NES. Graphically DK64 isn't a huge step up from games like Rayman 2 or Banjo-Kazooie. The game itself walks the now-well-trodden path that BK did a few years back, making it seem that Rare has fallen into a predictable formula of games—collect multiple types of items (this time using multiple characters). Collect everything and be treated to a "special" ending. Is it really worth it for the payoff? It's not that DK64 is uninspired—its mini-games will be a lot of fun the first time you play them. But you play them over and over again through the course of the game—with shorter times limit and higher requirements making them harder.





Races pop up every now and then where you'll have to race a character to win a coveted golden banana.

Control does not seem quite as tight as it should be in a 3D platform game of this type and takes some getting used to. If you stand still and perform an attack you won't be able to start moving again until it's done—leading to situations where you're surrounded by enemies unable to escape unscathed. The camera gets in the way or adjusts itself at some of the most inopportune times in levels like Frantic Factory where you have to make pinpoint jumps. Mine cart levels are back, but they're fewer in number than DKC (thank god!) and are just races/challenges.

Rare's got a fine game in DK64. Better than most. Revolutionary? No. Fun? Yes. It'll take you many hours to complete the game, and if you want to collect everything—better set aside at least 40 hours if you're not using a hint book.

DK64 is filled with mini-games, including the original arcade version of Donkey Kong and Jet Pac (shown below). For those unfamiliar with it, Jet Pac is one of Rare's first games in the '80s for Sinclair computers.



I have a love/hate relationship with DK64. There are moments during the game where this is the best Rare has ever done—bits that tip their hat to Metal Gear Solid, boss battles, ingenious puzzles and mini-games, the variety of multiplayer games, the inclusion of Jet Pac and the original arcade DK. I especially enjoyed all of the boss battles and multiplayer games. The very last boss battle is quite possibly the most ingenious ever. There's little difference between each of the screens in four-player mode and the one-player game. But all that enjoyment is spaced out by nothing but collecting items and bananas. **It's basically, get something, switch characters, repeat—that's the game.** When entering a new level I thought, "here we go again" and had to stop playing a few times because I grew tired of it. At other points I had no idea where to go next, and did a few levels out of the order you're supposed to. Instead of fog, enemies and items simply fade into view as you approach them, making it difficult to stand at one end of an area and look around and tell where anything else is. I didn't feel satisfied after finishing the game, because the ending does absolutely nothing to wrap up/further the story (even after the last boss). It just doesn't seem polished. That said, this is still one of the top N64 games. **Chris**

Rare has created a monster. Beautiful, vast and often a raging pain in the ass, DK64 is a blissful experience half the time and a chore the rest. The multi-Kong gameplay forces you to backtrack—a lot. New areas are always branching off old ones. Keeping track of where you've been, where you're going and what you need to collect will spin your noggin. Banjo was better put together, but this is really all the game you'll need this Christmas. **Crispin**

For the very life of me I just can't get myself whipped up into a Rare-induced frenzy over this. Maybe it's because most of the gameplay ideas have been seen before (in Banjo-Kazooie), maybe this cutie style of game is getting old...or maybe it just seems that Rare is just out of good ideas. There's little wrong with DK64, and **it certainly doesn't suck**—but it's another one of 'these' games. It's exactly what you expect it to be...but nothing more. **John**

Five characters to choose from, sprawling levels to make your way through, puzzles to figure out, a ridiculous amount of stuff to collect and more—**Donkey Kong 64 is truly the adventurer's dream come true.** Even if the graphics aren't the next big thing and the gameplay isn't terribly revolutionary, DK 64 is a fun game. A fun Rare game to be more specific. So if you have the desire and the stamina to take on another game like this, go for it. **Shawn**

VISUALS	SOUND	INGENUITY	REPLAY
9	6	6	6

Namco Museum 64



Publisher:	Namco
Developer:	Namco/Mass Media
Featured In:	*EGM* #125
Players:	1-2
Supports:	Controller Pak
Best Feature:	Ms. Pac-Man, Galaga...for cheap!
Worst Feature:	Games still aren't arcade perfect
Web Site:	www.namco.com

If I were to ask you what some of the best video games in history are, and you replied with anything that had "Pokémon" in the title, then you're probably not in the target audience for Namco Museum 64. But if you have any "old school" in you, then you know what we have here is one of the best compilations you could ever pick up. I mean, this cart has Ms. Pac-Man and Galaga, for crying out loud! They are two of the best (unless you can get either of the 16-bit Ms. Pac-Mans, which are actually better because they have new modes of play!). **This cart is practically a must-buy** (especially for the $29.99 MSRP). I say "practically" because a few things do bug me, and they may bug you as well. My biggest complaint is that these games aren't arcade-perfect. In fact, you'd be better off playing PC/Mac-emulated versions of these classics. Pac Man and Ms. Pac-Man stutter a bit, and Galaga gets slight "hiccups" in the animation once in a while, which may slow down the action and save your ass on more than one occasion (yeah, that doesn't sound like a bad thing, but you're not supposed to have Shooter Slowdown Assistance in Galaga). Even the music in the Challenging Stage is wrong. But the low price and absence of load times may make it all worth it. If you don't have these games somewhere already, get them now. **Shoe**

If nothing else, Namco Museum 64'll help you appreciate the N64's lack of load time. Just pop in this cart and boom—you got **instant access to six classic coin-ops** (without all the FMV crap and loading of the PS version). Trouble is, I've had my fill of these old games. Even the best stuff here—Ms. Pac-Man, Galaga and Dig-Dug—is barely worth the low price of admission. I wish they had stuck in a newer classic like Gaplus instead of dull ol' Galaxian. **Crispin**

Instead of five volumes of Museum games, N64 owners get one cartridge filled with six of the best games from the '80s. Classic gameplay like this never gets old. **Missing are the museum features of the PlayStation version**, which featured viewable production art and promotional materials and sound tests so you can listen to the sound effects of each title. Still, for this price, it's a great package deal with some of the best arcade games of all time. **Chris**

I truly loved these games back in the 'ol arcade days but trying to play them now using the Nintendo digital pad really hurts. For example, in Dig Dug, if you don't hit the pad precisely at the right moment, there's a good chance you'll miss your turns. It's the same story with Pac Man and Ms. Pac-Man—it's highly annoying. **Galaxian and Galaga work OK.** Pole Position is so archaic you probably won't play it at all. Give Namco Museum a rent. **Dean**

VISUALS	SOUND	INGENUITY	REPLAY
3	4	4	7

NBA Courtside 2



Publisher:	Nintendo
Developer:	Left Field
Featured In:	*EGM* #121
Players:	1-4
Supports:	Controller Pak, Rumble Pak
Best Feature:	Extensive amount of special moves
Worst Feature:	Could be a touch faster
Web Site:	www.nintendo.com

It's funny, when it comes to basketball sims, nothing has changed on the N64. Live 2000 and Courtside 2 are still the best the system has to offer. The question remains however, which is better? For starters if you're a Courtside fan, you'll be happy to hear they've fixed the annoying dribble problem. You can drive aggressively without unwillingly picking up your dribble at the slightest contact. Now that the lane is open you're free to take advantage of the excellent special moves. Cross-over dribbles backins, spin combos, etc... They all work quite well, especially when used in the correct way. Unfortunately the momentum of the move will occasionally carry you out of bounds. Still, **when all is said and done, I actually like Courtside 2 more than Live 2000**. What really sold me is the Create-a-Rookie/Career Mode. I had a blast taking my rookie through a season building up his skills and abilities while keeping the team hot. Courtside 2 has more graphic appeal than Live 2000 as well. The characters are well proportioned, fluid and easy to follow on the court. If anything the atmosphere and play-by-play could be more exciting. The crowd noise is muted and the color commentary repeats the same phrases too much. That's one area where Live 2000 is better but overall, Courtside 2 is great. **Dean**

Fans of the original will not be disappointed with the second installment of this hoops sim. **Gameplay is smooth and presentation is topnotch.** Create-A-Player is awesome, as your new player will beef up his stats according to your gameplay. Drop some sweet passes and watch your passing attribute improve. Bury a couple treys and shooting gets a boost. A small quibble is the length of some of the motion-capture sequences. **Dan L**

There are big things going down in NBA Courtside 2. The players move really smoothly and I got the sense that Kevin Garnett and his gangly limbs were actually out there on the court. **The special moves are a nice touch**, but they simply take too long to happen. The rims are way too tight and rebounds really jump off. The Create-A-Player is the real catch but why can't I put white skin on my created player? An all right game, but I like NBA Live 2000 a bit more. **Todd**

The first NBA Courtside was an extremely solid game, and the sequel is even better. They fixed the main gameplay problem (the inability to drive the lane effectively), and they've made improvements in just about every other area as well. Personally, I love the Practice Mode—it's a great feature that every b-ball game should have. Even the Arcade Mode—which is usually an afterthought in a game like this—is great fun. **The best N64 hoops game.** **John R**

VISUALS	SOUND	INGENUITY	REPLAY
8	7	8	8

Ridge Racer 64



Publisher:	Nintendo
Developer:	Nintendo
Featured In:	*EGM* #125
Players:	1-4
Supports:	None
Best Feature:	It's Ridge Racer on the N64
Worst Feature:	Jittery graphics
Web Site:	www.nintendo.com

RR64 falls victim to N64's texture RAM limitation and, as a result, ends up looking a bit like every other N64 racer out there. The exotic cars of RR get put through the ugly filter so each of them look flat, simple and uninspired. But once you get over the drop in graphics quality, you'll soon realize that **RR64 is one of the best racing titles for the N64.** Included in the single-player mode are all the tracks from the original RR and Revolution, as well as a handful of exclusive bonus tracks. For fans of RR before the series hit number four, RR64 will be a sweet homecoming. Car physics in the game are decidedly old-school; you'll be slipping sideways at 100 mph with the slightest tap of your brakes. The one difference is that the collisions in RR64 are modeled more like the system in Rage Racer, so crashes only slow you down but won't put you at a dead stop. It's too bad the glitches we saw in the beta seems to have carried over to the final ROM. In the exterior view, you'll notice your car getting jiggy on the road and sometimes twitch across the bends. Four-player split-screen is pretty jerky, but if you keep it to three players, it's very playable. If you enjoyed R4 and are expecting more of the same here, skip RR64 and go straight to RRV on PS2. But N64 owners curious about the RR phenomenon should definitely pick this up. **Che**

I love the Ridge Racer series, and RR64 does the series justice. Granted, some of the **graphics have that very bland N64 look to them**, but on the whole it's pretty good. It holds a smooth, 30 fps frame-rate, something that most N64 racers that look this good can't do. Its music leaves a little to be desired—it just doesn't have the right energy. Two-player racing is fine, but four-player makes the screen too small so you can't enjoy the game's visuals. **Chris**

For the most part Nintendo did a good job of condensing Revolution, Ridge Racer and several new features into a neat N64 package. Personally I'm not a fan of the trademark Ridge Racer handling. The drifting is so unnatural, and forced it ruins the game for me. **But if you're a fan, you'll like what RR64 has to offer.** Don't count on four-player being too fun though, it's slow. Also, when using the chase cam the cars appear to vibrate on the road.. weird. **Dean**

It took me a long time to get back into the Ridge Racer 'wafty' control style, but after a day or so of adjustment, I really got into this. **I'm in two minds as to whether it's actually the 'best' racer for N64...but it's pretty damn close.** It doesn't look quite as nice as the PlayStation games, but it's fast, it offers a huge variety of cars and tracks—and it'll keep you going a lot longer than most similar titles on the system. **John**

VISUALS	SOUND	INGENUITY	REPLAY
8	8	8	8

Roadsters



Publisher:	Titus
Developer:	Titus
Featured In:	*EGM* #122
Players:	1-2
Supports:	Controller Pak, Rumble Pak
Best Feature:	Decent graphics and frame-rate
Worst Feature:	This game is painfully generic
Web Site:	www.titusgames.com

In a sea of racing games out for the N64, Roadsters is barely keeping its neck above the water. On the surface, it's a very capable racer; the main problem is, **there's nothing extraordinary about this game.** There are a handful of real manufacturers, such as TVR, Toyota, Renault, Mitsubishi and Alfa Romeo, but these brand names seem almost obtrusive among all the fictional car makers Titus couldn't get licenses for. What's more, this hint at "realism" only serves to tease us for something the game wasn't meant to deliver. Roadsters is divided into three main categories of cars: A class, B class and C class. I managed to complete all three classes my first time playing, and wasn't even trying all that hard. The competition's AI was also completely brain-dead. They often pit for no particular reason, and once I knocked one of them into a cul-de-sac, only to see him stuck in a corner on my second lap. Although each car handled differently, you didn't get a sense that the cars were truly all that unique (except that better cars had higher top speeds). To its credit, Roadsters has lush backgrounds and a pretty snappy frame-rate to boot, especially in two-player split-screen mode, where you race against a buddy, and four other CPU players. Nice try, Titus...but Roadsters needed more. **Che**

If graphics were the only consideration, Roadsters would be a hit because the tracks look good. The only downside is that the gameplay is super weak (no shortcuts?). There's a pit but you never seem to actually need it. Five lap races, which you're usually winning by obscene amounts. They should **stop making racing games where the racers yell out taunts** or phrases, because they sound stupid. There are a lot better racing games on the N64. **Chris**

Roadsters reminds me of Cruis'n USA, only not as good if you can believe that. Goofy characters, unrealistic physics, convertibles...it's déjà vu all over again. If this uninspired racer had come out two years ago it would've gotten a few props. But with games like Beetle Adventure Racing, Ridge Racer 64 and NASCAR out there, **Roadsters doesn't stand a chance.** This sort of thing happens when a developer takes too long to make a game. **Dean**

Wel....it has some interesting cars in it, I guess. And, um...er—nope that's just about it. Just what the world needs, another middle of the road, mediocre sports car racing game with so-so handling, uninspired tracks and choppy graphics. **Play Roadsters once, and you'll certainly be able to live with yourself if you never touch it again.** It's not bad...and it's better than some of the other racing junk we've had this month—but it's not a patch on RR64. **John**

VISUALS	SOUND	INGENUITY	REPLAY
7	5	3	3

Top Gear Rally 2



Publisher:	Kemco
Developer:	Saffire
Featured In:	*EGM* #120
Players:	1-4
Supports:	Controller Pak, Rumble Pak
Best Feature:	Unique upgrade options
Worst Feature:	Frequent breakdowns
Web Site:	www.Kemco.com

TGR 2 is a mixed bag of tricks. On one hand it's clearly arcade-fortified, loose and wild stuff. On the other it inspires to be sim-like by imposing lots of micro-management of the vehicles and parts. The graphics are cartoony, the physics unrealistic and the cars non-licensed, but oddly the nature of the game dictates that you drive very carefully so as not to break anything. Each car has about 14 failure-prone systems. The problem is, **some of the breakdowns seem completely random.** It's damned annoying to lose a time trial to a mysterious and unavoidable tire blowout. So essentially you're playing an arcade racer with sim rules. It'd be nice if it went one way or the other, be it full sim or fully arcade like its distant cousin Top Gear Overdrive. If you can overlook the schizophrenic nature of the title, it has several good points. The cars are extremely maneuverable and are easily thrown around corners in full power-slide glory...that's fun. Also, the difficulty is balanced nicely. Since each race consists of three legs, you don't actually need to beat the other cars, just their times from checkpoint to checkpoint. Multiplayer, especially four-player, suffers from some slowdown but it's still playable. Overall, Saffire (the game's new developer) did a pretty good job with Kemco's baby, still, it's nothing to get too excited about. **Dean**

It's a weird one this...it's like they wanted to do an arcade racer, but also wanted to make it a bit of a 'sim' hybrid. The result isn't particularly effective as the sim elements actually drag down what could be a reasonably playable arcade-style game. The graphics are a bit odd—all of the cars look a bit too 'toy like' for my liking and in places the environments leave a little to be desired. The whole thing handles OK...but **it's certainly not the best racer on N64.** **John**

The N64 needs some serious racing sims, and I mean right now! Each month, we get a handful of N64 racers that: 1) all look alike 2) all play alike 3) all suck. Top Gear Overdrive was a decent racer last year, but I hardly recognize it for what it was. It's like **Saffire wanted TGR2 to be a sim, but didn't take the time to do the homework.** So what we have is a game that controls like an arcade racer, with all the dressings of a sim. Not fun, not pretty, not for me. **Che**

Arcade-style gameplay in driving games is what I like. Top Gear Rally 2 plays very much like an arcade racing game. Everything about the controls is arcade-style. But unlike a true arcade racer, damage is counted sim-style, and it's way too easy to damage your car. Running through license tests are pretty fun, but the mix of sim and arcade styles just does not feel right in races against the CPU. **An average racer in a crowded genre.** **Chris**

VISUALS	SOUND	INGENUITY	REPLAY
6	5	4	4

Chocobo's Dungeon 2



Publisher:	Square Electronic Arts
Developer:	Square
Featured In:	*EGM* #126
Players:	1-2
Supports:	None
Best Feature:	Item combination system
Worst Feature:	Lack of story, mediocre graphics
Web Site:	www.squaresoft.com

Like Evolution (on the Dreamcast), CD2 is a dungeon crawl in every sense of the word. Square's chubby little mascot teams up with a number of sidekicks to explore a series of randomized dungeons, while plot and character development falls to the wayside. Mind you, that's not necessarily a bad thing. **CD2 definitely cuts straight to the chase; it focuses on combat and gameplay**, the meat of any real RPG...and to that end, CD2 does rather well. Each square you move, each attack you make, gives your enemies a "phase" to react. All of this is seamless so that combat is quick, but you never feel like it's out of your tactical control. It takes a little getting used to because you'll want to run up to a group of monsters and whack them like an action game. Another important component of CD2 is the ability to combine things in "recycle boxes" and cauldrons to forge new and better items. You could say this feature is the game's Materia/Junction system, as it provides you with a lot of flexibility. CD2 also allows for two-player simultaneous play, with your friend controlling the sidekick character. It's cool, but it could have been better implemented. If the cutesy Sanrio aesthetics coupled with lots of combat isn't your thing, CD 2 may be a rental. But do give it a try because after a while, I found it to be pretty addictive. **Che**

Two things about Chocobo's Dungeon 2. **First and foremost it's just too cutesy for me**, and I've always enjoyed the story and the progression of characters in RPGs rather than the action and battle elements. Sure, CD2 has enough meat to it to satisfy most any gamer. But overall, even though CD2 has some nice ideas and a playful tone, it just doesn't do much for me. If you're looking for something different in the RPG area, perhaps you'll feel different. **Shawn**

Square's mascot-with-feathers is back (yet the first game was never released in the U.S.). This is more structured than the first game, and while it's an action RPG, it's not going to appeal to the same audience as Zelda or Alundra, etc. It's cutesy, but don't let that fool you—this isn't a kid's game. There's a lot of depth here, and **it'll take you forever to play all the way through.** And since it's got random dungeons—you might play through twice. **Chris**

Boring. I can't find a better word to describe this RPG. Sure, the item mixing is slightly interesting, but that's just a drop in an ocean of repetitive and flat gameplay. The random dungeon thing isn't the problem either—it's the lack of a strong story line or game structure. I felt like there was no real point in going through dungeon after dungeon, except to find stuff and level up my Chocobo. The weak two-player co-op mode doesn't add much either. **Shoe**

VISUALS	SOUND	INGENUITY	REPLAY
5	5	6	5

Fighting Force 2



Publisher:	Eidos
Developer:	Core
Featured In:	*EGM* #123
Players:	1
Supports:	Analog
Best Feature:	Decent graphics and frame-rate
Worst Feature:	No save points during long levels
Web Site:	www.eidos.com

Let's not beat around the bush here, Fighting Force 2, like its older sibling Fighting Force, sucks. If the first FF was a mediocre venture into Die Hard Arcade territory, then FF2 is an attempt to cash in on Syphon Filter's gameplay and success. **FF2 fails on so many levels it's embarrassing**—for both Eidos/Core, and the franchise they're trying to establish. I know it's only a "blow stuff up" kinda game, but FF2 is so ridiculous it's constantly threatening to obliterate my suspension of disbelief. I mean, what's up with the main character being able to smash open a security safe with a karate kick? And what's the deal with the enemy AI that's nearly nonexistent? Guards will literally stand in a cluster and wait for you to painstakingly scroll through your bag of goodies, whip out a grenade and frag their dumb asses. The gameplay in FF2 has taken a turn for the 3D platform-esque feel. But somewhere along the line, Core chickened out. As a result, what began as a shallow 3D beat-'em-up is bogged down with these pseudo adventure contrivances. The first level itself takes nearly an hour to play through, and to make matters worse, you can't save during levels...and there are areas throughout each of the nine (fairly large) levels that instantly kill you. After playing FF2, you'll want to karate kick your PlayStation too. Argh! **Che**

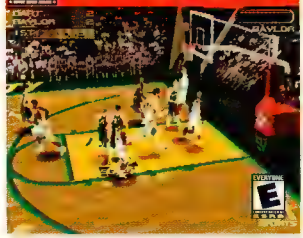
When I first dove into this game, it felt like Core had taken the original Fighting Force and added Tomb Raider-style story and depth to it. Turns out I just wasn't that lucky. Most of the massive levels seem to lead nowhere and get dull quickly. Sure, **it's fun to destroy nearly everything you see**, and some weapons are pretty cool. But the novelty wears thin when you blast your hundredth stone-dumb enemy or blow apart your 50th desk chair. **Crispin**

I'm not sure who would enjoy this title? The combat is so unbelievable and contrived that even hardcore violence fans may think it's too stupid. **Kick an office chair and it explodes**? Destroy almost everything you come upon with your boot? It's like they added destruction just for destruction's sake. The enemies have no brains either. They basically stand around waiting to be shot or kicked with your all-powerful boot. I'll pass on this one. **Dean**

Hearing what sounded like cries of pain coming from Che's cubicle while he played FF2, I wondered what the big deal was. Frankly, I don't understand his utter disgust with the game. Granted, **FF2 is far from being the year's most innovative title**, but it's much better than the first Fighting Force (which isn't saying much quite honestly). Maybe I'm a little strange but I found the game to be fun at times. I still suggest renting rather than buying though. **Shawn**

VISUALS	SOUND	INGENUITY	REPLAY
7	6	4	4

EGM SILVER March Madness 2000



Publisher:	EA Sports
Developer:	Black Ops
Featured In:	*EGM* #125
Players:	1-8
Supports:	Dual Shock, Multi-tap
Best Feature:	Dicky V, baby!
Worst Feature:	No analog control
Web Site:	www.easports.com

Of all the sports games on the market, none gives off the same kind of energy as March Madness 2000. I attribute that partially to Dick Vitale, who chimes in with his usual array of classic comments. The energy is definitely enhanced by the crowd, whose volume level rises and falls depending on your play. And it's pretty cool when you can use a timeout to quiet a hostile crowd. **Overall, this game epitomizes attention to detail.** When you take a shot it may hit the rim and bounce in, you may get one of those horrid airballs, or you may even bank it off the glass. But the rim physics regard the distance of the shot taken. Brick a long three and the rebound won't just fall off the rim, it'll really fly off with some energy. The Dynasty Mode steals the show. When I started playing with my beloved DePaul Blue Demons, I was overjoyed by the fact that they were ranked 25 in the nation. I knew they were ranked so high because of the ticker tape at the bottom of the screen that listed the top 25 teams. Now that's cool. There are some flaws. Special moves seem way too effective, and shot blocking may be a bit too easy. Also, switching to the closest defender is sometimes delayed. My biggest problem with March Madness 2000 is that my Dick Vitale impersonation is awful. When it comes down, MM2K is better than NBA Live. **Todd**

The college atmosphere is re-created in excellent fashion here, with all the requisite features intact. **Gameplay is solid, and EA continues to provide gamers with the ultimate tool...customization.** Don't like the frequency of blocked shots? Dial up the difficulty to your taste. Dynasty Mode is deep and realistic. One minor drawback is that the court seems a little small. Otherwise, "it's a PTP, baybee!" Yes, Dickie V. calls the play-by-play. **Dan L**

March Madness 2000 is much improved over last year's decent but slow-as-molasses effort. Now it's very fast, better-looking and very adjustable. They nailed the college atmosphere, especially with Dick Vitale doing color. **One-player games are great but in Versus Mode the AI tends to break down a bit, leaving holes in the defense.** Also, why doesn't the game support analog? That's a big no-no. Problems aside, MM 2000 is still really good. **Dean**

If you took my advice from my Final Four 2000 review last month and waited to see how March Madness turned out, you made the right choice. **March Madness 2000 is an overall much better game than Final Four**, with better atmosphere, more options and a fast, fluid game engine. As a sequel, it's a big improvement over March Madness 99, too, though I do have one gripe—why no analog control?! On the whole though, I really dig MM 2000. **John R**

VISUALS	SOUND	INGENUITY	REPLAY
8	8	8	9

EGM SILVER Silhouette Mirage



Publisher:	Working Designs
Developer:	Treasure
Featured In:	*EGM* #122
Players:	1
Supports:	Analog, Dual Shock
Best Feature:	Gameplay, added analog support
Worst Feature:	Repetitive, obnoxious voices
Web Site:	www.workingdesigns.com

Silhouette Mirage is the thinking man's shooter, to be sure. It's one of those old school-looking side-scrollers that was way ahead of its time when it first came out on the Saturn. Even now, the game's duo-color shooting system stands up well in the gameplay department. Since you can only destroy enemies based on their color and yours, you'll find that the game constantly keeps you on your toes. A red shot will kill a blue enemy, while a blue shot will only drain it of its "spirit power." Your own color is determined by which direction you're facing...confused yet? Try keeping track of all this during heated moments of 2D mayhem. On top of that, Shyna (the game's unlikely heroine) has tons of moves she can pull out to help her exploit the game's main motif. There's no questioning SM's originality and depth, but sometimes, it's difficult to keep from feeling overwhelmed. **Like all Working Designs localizations, SM is a labor of love**—and this is especially noticeable if you've spent any time with the import. It's significantly harder, and parts of the game have been modified (dwindling spirit bar, more expensive power-ups) to provide longer play times. Despite all of its charm and originality, however, the game does reach a point of tedium. If you're a Treasure fan though, what the heck are you waiting for? **Che**

Calling Silhouette Mirage an old-school shooter would be doing it a disservice, because **you've never played anything like this before**. The clever, downright wild gameplay takes getting used to. Still, the first few levels baby step you into the game nicely, and you'll get the hang of your enormous arsenal of moves in no time. Despite its grating digitized voices, SM delivers all the killer Bosses and solid gameplay I'd expect from a Treasure title. **Crispin**

I'm all for surreal games, so Mirage gets my vote in that department. But all of that weirdness aside, **the game is extremely original and provides tons of depth.** And when you couple that with the Treasure name you get something truly special and fun. Now, I have to take issue with the sound effects and voice. My God, that stuff truly tested the limits of my sanity. If you're into anime or the Japanese scene, though you may be able to stomach the noise. **Shawn**

Like Mischief Makers (N64), Silhouette Mirage is a unique game with fresh ideas, all grounded in a traditional side-scrolling foundation. The whole red/blue duality bit gives this shooter a nice hint of strategy. **The presentation and design are great.** You know you're in for a Japanese-flavored treat when a boss gets killed by nearby apartment tenants because he's making too much noise. It's solid, refreshing and interesting. Give it a shot. **Shoe**

VISUALS	SOUND	INGENUITY	REPLAY
7	5	9	7

Gran Turismo 2



Is GT2 the finest racing game on the PlayStation? For that matter...is it the finest racing game ever made? If the behavior of the Review Crew is anything to go by this month, you'd have to say it is.



Publisher:	SCEA
Developer:	Polyphony Digital
Featured In:	*EGM* #126
Players:	1-2
Supports:	Analog, Dual Shock, NegCon, JogCon
Best Feature:	Incredible realism
Worst Feature:	Not enough hours in the day
Web Site:	www.playstation.com

It's 3:50 a.m. on a very cold December morning and five *EGM* editors are sitting in Dean's cube playing Gran Turismo 2. They've been playing it for days...but this particular session started around 9:30 p.m.-ish when Dean decided he was going to purchase a car like the one he drives in 'real life' (a Honda CRX) and see what he could do with it. As the CRX is taken through the first batch of races, the joypad is passed around the group as each event is raced and the money accumulates. Between races frantic debates are held as to which upgrade should be bought next...Suspension? Maybe we should try to reduce the weight? What kind of new wheels should we get? By 2 a.m. the tiny little '91 sports hatch is a fearsome brute kicking some 205hp. Not only does it look different, and behave differently...even its engine sound has altered somewhat due to the mods we've applied. That's how damn fine this game is. Not only does it have 594 cars on offer. Not only does it have different racing mode oozing out of every pore. Not only does it have enough depth to keep you playing forever... but it also has such attention to detail that everything you do in the game has a tangible and apparent effect on the overall experience. It's a game that will bring guys together. Just like we came together in Dean's cube. The only reason we stopped playing, just after 4 a.m. was because we all had to go home, get a few hours sleep and then come back to work to finish our deadline. If a tiny matter like getting the magazine finished hadn't have interrupted us...we'd have been playing for longer. This is a game that will be bought this Christmas and enjoyed all year. You'll be able to play this thing until GT2000 comes out...and you still probably won't have opened everything up. If you're a fan of cars and driving—this is just about the most perfect game you could imagine. Buy it.



Graphically, GT2 isn't dramatically different from the original, but it's still one of the best-looking games on the system.



I pondered what I was going to say in this review for a long time. Originally I was toying with the idea of just saying 'wow' and leaving the rest of the space blank. I'd also toyed with posing the question **"can we give a game an 11?"** You see, GT2 is that good. Every time you play it and try something new, it amazes you even more with its intricate attention to detail and the fact that it's so accessible. It's by far the 'deepest' racing game you could ever imagine—and this depth is matched admirably by a superb feel, an amazing graphics engine and incredible sound. The license tests alone offer more gameplay than a lot of the crappy racing games we've seen this month. And they really teach you how to drive a car at high speeds with authority. Once you've played this, you'll really notice the limitations of other racers. The rally mode is probably better than any PS rally game around—the feeling of reckless speed that it conveys is truly unsurpassed. Throw in the uphill racing, the acres of car information, the special events, the grand prix mode—and then the fact that there's a 'pick up and play' arcade disc thrown into the package too, and you've got a bona-fide 'must buy' game. It's just...it's...aww. Jeez. Look, just go and buy it and see for yourself. Believe me, you won't be disappointed.

John

Gran Turismo 2 delivers everything I wanted from the sequel to the best racing game ever. **This thing doesn't skimp.** You get a ridiculous amount of cars. The rally mode beats anything you'll find in games devoted to just that style of racing. Even if you're not crazy about the license tests, you can pop in the arcade disc and go nuts. Heck, you'll still get a lot out of the game if you only earn the A and B licenses. Buy GT2 and you'll still be playing it in a year.

Crispin

It shouldn't come as a surprise to anyone that GT 2 is awesome. Even if it had problems (which it doesn't) it'd still be head and shoulders above the rest. Basically they kept the same game engine and added a ton more cars (close to 600 total) and modes. I'm especially psyched about the Rally and other off-road events. It adds yet another dimension to a game already packed to the hilt. **No other racing game can touch it.** I can't wait for the PS2 version.

Dean

Polyphony Digital never cease to amaze me. After churning out Gran Turismo (my favorite game of all time), they released Omega Boost, one of my favorites of 1999. **GT2 is perfection all over again** and I don't know how to thank them enough. Unfortunately, GT2 has a couple bugs that slipped out the door, but the realism and sheer joy of driving (and modding) your own car remains unsurpassed. I shudder at the thought of GT2000 in March.

Che

VISUALS	SOUND	INGENUITY	REPLAY
10	10	10	10

Supercross 2000



Publisher:	Electronic Arts
Developer:	MBL Research
Featured In:	*EGM* #126
Players:	1-2
Supports:	Dual Shock
Best Feature:	Real bikes and riders
Worst Feature:	Overly realistic handling
Web Site:	www.EA.com

True to EA form, Supercross 2000 is more of a sim than any moto-x game on the market. At first I absolutely hated the cornering. It seemed completely forced and wrong. I would enter a bend and turn the wheel but nothing would happen. Needless to say that isn't exactly how it's done in real life and nor is it in the game. The fact is, it takes a lot of patience and practice to master the corners. Careful use of the clutch, brake and where you position your rider's weight are key. **Even then it's not super exciting, in fact it's rather dull.** I applaud EA for trying to make it real but there comes a point where it has to be fun as well. In addition, I can't figure out what they had in mind with the acceleration and power-band? If you've ever ridden or raced these bikes you know about the power-band. Essentially once the motor reaches a certain RPM it takes off like a rocket. There's nothing like that here. To the contrary, at times the bikes stay stationary when they should be spinning-out. On a positive note, the graphics are decent, there's loads of real riders and bikes and the Freestyle option is something we haven't seen before. I just wish the developers could've thrown caution to the wind and made it more arcade-like. I'm going to stick with 989's SuperCross Circuit for my moto fun **Dean**

Why can't I get my stupid bike to go around the stupid corners properly? It's not exactly a foreign concept in a racing game is it? It's actually pretty frickin' fundamental—makes getting around the tracks, y'know, like 'possible'. Why this thing has such a stupid control system is beyond me. Maybe it was thought to be 'innovative' or 'sim like' while in development. It's not though. It's frustrating and irritating and it spoils what could be an OK racer. **John**

If you're looking for a Supercross game that's fast-paced and exciting, then look further. Supercross 2000 really doesn't cut it. The graphics are decent, and the freestyle mode is actually quite cool. But racing on these tracks is more frustrating than it is fun to play. The bikes are hard to control and get stuck in walls all the time. Combine that with all the hairpin turns, and **you have a racing game that has too much stop and not enough go.** **Shoe**

I may not be some sort of real-life BMX bandit, but I've played plenty of motocross games that were more fun than Supercross 2000. This game has everything you could wish for in a dirt bike racer—everything that is, except controls. It's way too easy to get stuck in a corner because you're trying to turn...plus, you never really slide around corners, you just slow down and gas up again. **The riders' models all look like deformed robots too.** **Che**

VISUALS	SOUND	INGENUITY	REPLAY
5	5	5	5

Tomba! 2: The Evil Swine Return



Publisher:	SCEA
Developer:	Whoopee Camp
Featured In:	*EGM* #126
Players:	1
Supports:	Dual Shock
Best Feature:	Tons of stuff to do
Worst Feature:	Bosses are way too easy
Web Site:	www.playstation.com

If you can get past the silliness of Tomba! 2 (you know, the pink hair, strange mini-quests and whacked-out characters), then you'll have yourself a great time. Because underneath its typical save-your-girlfriend-type story line and some ridiculously lame voice-overs, lies some serious—though tedious in some respects and not particularly challenging—pseudo 3D gameplay. But what Tomba! 2 lacks in difficulty in many of the tasks, it makes up in quantity. There are more than 150 tasks to complete (apparently some later tasks must be opened up through secret means), several mini-games to play and an array of items to acquire. You'll get wings, become mouse-sized, turn invisible, wash dirty birds, eat some fruit and grapple from acorns, among a slew of other activities. Yeah, that's Tomba. Strange thing is, there's only four main areas to explore, each of which is broken up into a couple of smaller sections. But the **areas are absolutely jam-packed with stuff to do and collect**—and you'll have to work your way back to earlier areas to finish tasks. Unfortunately, the main bosses provided no challenge whatsoever. It was almost like they should've been more difficult, since they give you powerful magic. Oh well. Luckily, the main part of the game is extremely entertaining, and looks and sounds good to boot. **Shawn**

Tomba! 2 is the kind of game you'll keep wanting to play, because you want to see what neato gameplay ideas will pop up in the next stage. **This game is bright, colorful, solid, entertaining, unique and addicting.** The multi-branching paths may drive some of you a little nuts, especially if you're looking for a more traditional 2.5D game (if there's such a thing). Still, there's so much to see and do in Tomba! 2, it's well worth the bucks. **Shoe**

Luckily, very little of Tomba! 2 involves Tomba running around in full 3D. Nothing wrong with 3D games, but I'll take my platformers in pseudo-3D if possible, thanks. Even though developers Whoopee Camp have added lots more to the sub-quests this time around, some of them still suffer from the same sort of tedium from the first game. However, **the game is full of charm** and has more than enough challenges to keep both young and mature gamers busy. **Che**

Whoopee Camp has the strangest sense of humor of any game developer out there. But they sure know how to crank out a good platform game. I much prefer a smaller area with lots of things to do (and different things) than a huge overworld with lots of wandering around wondering where to go next. It feels like an **old-school 2D game trapped in a three-dimensional world.** A tad bit on the easy side, but is an enjoyable adventure for platform fans. **Chris**

VISUALS	SOUND	INGENUITY	REPLAY
8	7	8	6

Tomb Raider: The Last Revelation



Publisher:	Eidos
Developer:	Core
Featured In:	*EGM* #122
Players:	1
Supports:	Dual Shock
Best Feature:	More exploration; less combat
Worst Feature:	Boring backtracking in many levels
Web Site:	www.eidos.com

What can I say about The Last Revelation that I haven't said before, or a year before that, or a year before that, all the way back to my review of the first Tomb Raider? As we've come to expect, this latest sequel doesn't try hard to break new ground. The gal has learned some new moves—namely, the ability to shimmy around corners and swing on ropes. You even glimpse Teen Jailbait Lara in the training level. But control is as clunky as ever. Fortunately, TR4 doesn't force you to fight your joypad as much as the previous two sequels. As in the original, you face fewer enemies and not nearly as many swinging blades and other lethal obstacle courses that would otherwise put blisters on top of the calluses you got playing TR3. This game's more about exploration and puzzle solving. Trouble is, you're forced into frequent backtracking during several levels, which act as hubs to nearby stages. Later puzzles are ruthless; you'll do a lot of croaking and reloading before you figure 'em out. **The game is riddled with glitches and feels rushed.** And don't even get me started on those friggin' scarab beetles. TR4 isn't without its great moments; the train level and a puzzle that works like a stone-age version of the boardgame Sorry! are just a couple. But—and this is just a fact of life—too much of the same 'ol thing gets ho-hum. **Crispin**

Tomb Raider has never been a game that I've been able to get into. What hurts TR most is its **clunky, overly complex control scheme.** I had to stop and ask myself, "Why does this control this way? Why am I fighting the controls this much?" That kind of thing has plagued a lot of 3D games in the past, but while others have adopted tighter control and better cameras, TR hasn't. Get around the control and this is an OK game, but it needs a serious overhaul. **Chris**

Well...it's better than the last one, but this is yet another example that just goes to show that we don't need to see these franchise games every year. It's more than apparent that the old idea well is running a bit dry at Core, and while the graphics are improved and the story more focused than last time **you can't help but feel that this was rushed out.** Some of the puzzles don't seem thought through properly, and there are still control issues. **John**

Brian Wilson once sang, "...it's so sad to see a sweet thing die..." and that's exactly what's happened to Lara Croft. True, TR4 is better than TR3, but the game still has major problems. Controls have not evolved; Lara's still a pain to move around, and this becomes especially obvious in certain areas of TR4 where **bad controls make you want to snap the disc** in half. If TR4 hadn't been rushed out the door, Eidos could have salvaged a game out of this mess. **Che**

VISUALS	SOUND	INGENUITY	REPLAY
7	6	4	4

Thrasher: Skate and Destroy



Publisher:	Rockstar Games
Developer:	Z-Axis
Featured In:	*EGM* #122
Players:	1-2
Supports:	Analog
Best Feature:	Realism, soundtrack
Worst Feature:	Unintuitive controls, bland graphics
Web Site:	www.rockstargames.com

If you take a step back and play Thrasher for what it is, you'll find that there's a decent and rewarding game underneath your desire to see another Tony Hawk Pro Skater. Thrasher features the "combo" system that was so popular in THPS, with a touch more realism. As with most action games, there's a degree of intuition involved, but Thrasher requires you to think about the sequence of tricks before you ollie up onto a rail, or combo out of a nollie 360. Unlike THPS, you don't need to hunt for hidden videotapes, break boxes or grab letters; however, you will be required to get a certain number of points before advancing to the later levels. And as an obligatory nod to skate culture, the fuzz will chase you around with a taser if you run out of time. Other nice features include real-life sponsorships (DC Shoes, Converse, etc.) and the ability to customize your clothes. But Thrasher isn't without its problems. The biggest hurdle for fans of THPS will be readjusting to Thrasher's cumbersome trick system. And graphically, the game just doesn't look as good as THPS. The character models are bulbous and cartoony, and of course, fictional clichés of the real thing. The two-player modes also lack any split-screen action so it's less of a party game for your friends. **Thrasher's not a bad game, but you may want to rent first** if you already own THPS. **Che**

Since I'm too clumsy to be good at skateboarding in real life, it's good that there are games like this and Tony Hawk. Thrasher's easy to get into and all of a sudden you lose track of time as you break laws and ride up the walls (and get tazed in the arse...OUCH!). I like that to progress in the game you have to get a certain amount of points in each level, bringing you to think about certain lineups of tricks. **A solid title, but second to the TH.** **Chris**

If it weren't for Tony Hawk, Thrasher would be one of the better skate games out there. And for a title that doesn't strive to do too much, it's actually not bad. Basically you're set loose on several levels to achieve as many trick points as possible before time runs out and the cops come. **The trick system, while extensive, isn't too friendly.** You have to memorize lots of combos to rake in the big points. I'll give it points for its old-school hip-hop soundtrack though. **Dean**

Tony Hawk's Pro Skater set a standard in what ultimately can only be a small niche genre of video games. **Thrasher suffers somewhat from being late to the party,** because it fails to match some of the qualities offered up by its well-received competitor. I found the trick system to be way too cumbersome (my character spent a lot time flat on his face), and while cute, I thought the clothes customization a bit too twee and 'Barbie' for my liking. **John**

VISUALS	SOUND	INGENUITY	REPLAY
7	8	6	6

Warpath: Jurassic Park



Publisher:	Electronic Arts
Developer:	Dreamworks/Black Ops
Featured In:	*EGM* #119
Players:	1-2
Supports:	Dual Shock
Best Feature:	Graphics
Worst Feature:	It gets boring fast
Web Site:	www.ea.com

The idea of hulking dinosaurs ripping and clawing at each other's throats is pretty exciting. It's great as a theme park ride. Even better as a movie. It's pretty good as a game, too. But as a *fighting* game? Well, that depends on what angle you take. Primal Rage had those crazy pseudo-prehistoric beasts, and similar environments, so the fighting dino thing worked fairly well. The beasts in Warpath: JP, however, are simply dinosaurs, and the environments are jungle compounds and a gas station. It's just not very exciting really. The gameplay mechanics and overall feel of the game should've been reworked. Many of the dinosaurs' moves are very similar (like jump kicks, bites, tail whips, head lunges, etc.), and **the overall fighting system simply lacks depth and detail.** I like the edibles (humans and animals running around each arena, just waiting to be munched on by a dino for some health), and the impressive taunts (which look like displays of dominance). But when it's all said and done, I just have trouble identifying with regular old dinosaurs as fighters. Why are they fighting? As ridiculous as it sounds, I'd have an easier time identifying with Jeff Goldblum or one of the other characters from the film if they were in a fighting game. The visuals and sound are well in place—the other areas of the game need work. **Shawn**

Fighting game...Jurassic Park...seems like it would make a good combo, right? As good as the license is, that doesn't mean it's going to be a good game. The fighting engine is weak, and **battles amount to constant button mashing and jumping around.** What is cool are its interactive environments (you can crash through objects, people/dinosaurs run through the ring). But there's not enough challenge or technique here to keep most players occupied. **Chris**

Well, it looks nice—and the sound effects are even better—but **Warpath isn't a fighting game I'd wanna play for more than 15 minutes.** That's how long it takes until the novelty of clawing, screeching, batting dinos wears thin. Dreamworks may claim this thing packs a deep fighting engine, but I just don't see it. Control seems sluggish. The tap-tap-tap gameplay is too shallow. I rarely used more than a few moves to zoom through the game. **Crispin**

According to Dreamworks, Warpath is pretty comparable to Tekken 3, gameplay-wise. Hmm...am I really supposed to believe Warpath is Tekken 3's equal? This game doesn't have what great fighting games have: interesting characters, a complex yet enjoyable fighting system and that certain natural feel. **The game engine just isn't precise enough.** There are clipping problems, and it's hard to tell where exactly the dinos are hitting. **Shoe**

VISUALS	SOUND	INGENUITY	REPLAY
7	7	3	5

Star Wars: Episode 1 Racer



Publisher:	Nintendo
Developer:	LucasArts
Featured In:	*EGM* #126
Players:	1-2
Supports:	Rumble feature
Best Feature:	Lots of tracks
Worst Feature:	Only face one opponent at a time
Web Site:	www.nintendo.com

Chris Johnston says this game reminds him a bit of Spy Hunter, although he wished he could see more of the terrain around his pod. Che disagreed, saying Racer is way better than Spy Hunter. He liked its tight controls and sheer sense of speed. In fact, this is **the fastest Game Boy racing game we've ever seen.** It's just too bad you only face one opponent at a time. Still, enemy AI keeps the action tight; you usually get lots of chances to bump thrusters with your opponent. Like the N64 game, you get plenty of tracks on a variety of worlds. There's even a brief FMV intro.

VISUALS	SOUND	INGENUITY	REPLAY
7	7	6	6

Game and Watch Gallery 3

EGM SILVER



Publisher:	Nintendo
Developer:	Nintendo
Featured In:	*EGM* #124
Players:	1
Supports:	None
Best Feature:	Mindless fun
Worst Feature:	It gets repetitive
Web Site:	www.nintendo.com

Simply put, this Game & Watch compilation is the same old, same old. And that's OK. Like the previous installments, the titles included are very simple but addictively fun. **Crispin likes to play mindless stuff like this when he's sitting on the crapper.** And like the other titles, the more games you play and the higher your score is in those games, the more stuff you open up. Each mini-game on the cart features a modern and classic version (the classic being in all of its original watch-face glory), in addition to the little extra features. It's perfect for the Game Boy Color.

VISUALS	SOUND	INGENUITY	REPLAY
6	5	4	8

EGM SILVER



Publisher:	SNK
Developer:	SNK
Featured In:	*EGM* #127
Players:	1-2
Supports:	Link Cable
Best Feature:	Addicting gameplay
Worst Feature:	Deck management
Web Site:	www.snkusa.com

My score may be a little misleading. Cardfighters' Clash really isn't *that* great of a game. It's not complex, the cards and powers aren't very creative and the RPG side is simplistic and too kid friendly. I actually didn't like the game the first time I tried it. But I got past that first battle. Then I played some more. Then I fought some bosses. Then I lost a head-to-head match with Che (I was severely handicapped!). Then I won one. And I kept playing and playing and playing—on the plane, before going to bed, any time during the day...you get the idea. **This game is, in one word, addicting.** I can't get enough of it, and I can't even come up with many solid reasons why. It does have that collectibility thing going for it—I'm having much more fun with this than I am with Pokémon. I also like the entire Capcom and SNK universes mixing up thing. It's cool to hear a CPU-controlled character asking to trade a "Terry [Bogard]" for a "Chun-Li." Even cooler, the game is full of insider goodies and jokes. You can visit the Resident Evil mansion, for example, and you can even do card battle against a character named "Mikami" (Shinji Mikami is the producer on the RE series for Capcom.) The two different carts (with separate starter decks) and a great handicapping system make this a very two-player friendly game. Check it out! **Shoe**

I'm not too wild on this game **The card fighting gets a bit tedious after a while.** Why? Most of the cards "behave" the same, so there's really not a lot of variety here. Also, micro-managing your deck(s) can be a pain in the butt. After a while, I didn't even bother reorganizing my main deck unless I got a really sweet card worth putting in. Two player is all right, but a battle can take a ridiculously long time. This isn't a bad game by any means—it's just not for me. **Shawn**

It may rip off ideas left and right from Magic: The Gathering and especially Pokémon, but Cardfighters' Clash still comes across as a novel experience. Although it's not as addicting or cutesy (thank God) or easy to get into as Pokémon, this thing **packs deep gameplay that'll keep you glued to your handheld for weeks**. The card game's rules are simple, the real strategy comes when you organize your deck and wield your special cards. **Crispin**

I never paid much attention to Cardfighters' Clash because I'm not much of a card player/collector, you see. The whole thing just stinks too much of Magic The Gathering, etc. Shoe got a head start on CFC while I was busy with MOTM, but for the past week of deadline or so, we've been playing this game nonstop. If you're into card battles, collectibles, Pokémon, really addictive two-player link games, **do yourself a favor and pick up CFC. It's great.** **Che**

VISUALS	SOUND	INGENUITY	REPLAY
8	7	7	7

EGM SILVER



Publisher:	SNK
Developer:	SNK
Featured In:	*EGM* #127
Players:	1-2
Supports:	Link cable
Best Feature:	Graphics, gameplay
Worst Feature:	Only two buttons
Web Site:	www.snkusa.com

With Match Of The Millennium, I thought I knew what to expect; after all, I had already played both KOF R-1 and R-2, as well as Fatal Fury and Samurai Shodown 2. MOTM turned out to be far better than any of SNK's previous efforts on the NGPC. Don't let the size or the graphics fool you here, **MOTM is a real fighting game that offers plenty of depth for fans of the 2D genre**. Techniques like counter hits, tech rolls, 2-in-1 combo's, juggles, and supers are all present and accounted for. The NGPC's "click stick" has always been easy to use for fighting games, and it's no exception here. I still find it easier to whip out circular-type moves (fireballs) as opposed to charge-up moves (sonic booms)...it could be just me. Selection wise, the character roster from both SNK and Capcom are pretty evenly matched, except I wanted more characters from the Alpha series. The best part about MOTM is the built-in "tag" mode where you can tag between two fighters in real time...I never even dreamt this was possible on a handheld system. Other cool features include the ability to link up with KOF Dream Match 99, MOTM on the DC, and Cardfighters' Clash on the NGPC. There's even an "Olympics" mode where you play mini-games to unlock secrets and master abilities. This is by far the best fighting game on any handheld system. **Che**

Fighting games with only two buttons are usually a joke. SNK Vs. Capcom is different. Not only does it look great, but it plays just as well as its arcade cousins. It's also got mini-games which have less to do with the rivalry between the two companies than having fun with each other's characters. There are Bemani-style music challenges and shooting gallery-type games. **Whether you're a Capcom fan or SNK fan you're going to like this game.** **Chris**

I was actually pretty impressed with this. It does a more than passable attempt at scaling down the fighting engines of a host of classics, while offering some of the nicest and smoothest graphics for a game of this type on a handheld. **Experienced fighting game fans my find the early bouts a touch on the easy side**...but as you work through the story it gets quite challenging. I can't wait to see the Dreamcast version now! **John**

Hey, I'm as ready as the next guy to summarily dismiss handheld fighting games. But **to say SNK vs. Capcom really surprised and impressed me is an understatement.** Not only does the game go beyond your expectations about what should be packed in the cart (extra modes, a relatively deep fighting engine, tons of characters, tag-team play, mini-games), it plays well too. Try this cart out. It's much better than you'd ever expect. **Shoe**

VISUALS	SOUND	INGENUITY	REPLAY
8	8	8	8

EGM SILVER



Publisher:	SNK
Developer:	Sega
Featured In:	*EGM* #127
Players:	1-2
Supports:	Link cable
Best Feature:	Sonic speed
Worst Feature:	Rings go through walls when hit
Web Site:	www.snkusa.com

Sonic's one of those games that lends itself so well to 2D, you wonder why Sega ever changed it. I'm a big fan of the early Sonic games and this is a welcome throwback to those games. I haven't seen a Game Boy game definitely not a side-scroller—move this fast. Graphics and sound are crisp-yet-simplified versions of Sonic 2's. In true Sonic nature, the **levels are huge and take multiple playings to fully explore,** but that's always been the beauty of the series. Bonus stages look great and scale smoothly. Now for the bad news: When you're hit, your rings get away and if there are walls, they go through them without stopping. This leads to many a boss battle where you're scrambling to recover at least one ring, and you're left high n' dry. There are very minor control differences between this and Sonics 1-3, but it still captures the right flavor. A minor disappointment for me is that the Casino level has become a hodge-podge "let's throw everything we can in here" level and is less enjoyable to play. There aren't as many huge, pinball-like pits that aren't blocked by something to speed up and down, and some of the enemies of the old Sonics are sadly missing. In fact, the Casino Zone has no enemies except for the boss(!). A strong, yet somewhat lacking first showing for Sega and Sonic on the NGPC. **Chris**

At the very least, Sonic Pocket Adventure proves that SNK's portable is more than capable of "blast processing." And the sharp visuals **will make Game Boy Color owners a little jealous**, too. This game instantly resurrects Sonic's 2D glory days. The classic look, speed and gameplay will hook you immediately. SPA does suffer odd bouts of slowdown, but these events are rare. If you got a Neo•Geo Pocket Color for Christmas, buy this game first. **Crispin**

I'm just stoked to be able to play another handheld Sonic—especially one that so accurately conveys the familiar speedy, coin-scattering Hedgehog feel. Sure, some of the levels are missing a little bit here and there, and the enemies tend to be scarce throughout the game, but the feel is there and that's what counts. The Neo•Geo Pocket is shaping up to be quite a little system, and impressive titles like Sonic Pocket are just what it needs to take off. **Shawn**

A shockingly good handheld version of Sonic that brings back fond memories of the old Game Gear games...only without the battery problems. The gameplay mating of Sonic 2 and Adventure works exceptionally well with only a few problems...the biggest of which is when Sonic dies and drops his rings—even if there are loads, you can only pick up one or two. It's a pain, but not enjoyment-ruining. **One of the best handheld games of '99.** **John**

VISUALS	SOUND	INGENUITY	REPLAY
8	8	8	8






Platinum
Gold
Silver

Review Archive

EGM's Last 102 Reviews From EGM #124 – 126

	Game	Publisher	Best Feature	Worst Feature	Scores				Issue #
	Centipede	Hasbro Interactive	Graphics Look Really Good	Gameplay Still Sucks	4.0	4.5	6.0	4.0	126
	Evolution: The World of Sacred Device	Ubi Soft	Nice Graphics, Decent Combat Engine	Little Story, Randomized Dungeons	6.5	5.0	5.0	4.5	126
	House of the Dead 2, The	Sega	Graphics, Extra Modes	Cheesy Dialogue, Gun Calibrating	7.5	7.5	7.5	8.0	125
	King of Fighters DM 1999, The	SNK	Gameplay, Load Times	CD Music That Needs To Reload	8.0	6.5	6.0	6.5	126
	NBA 2K	Sega	Rebounding	Defense	8.0	8.0	8.5	9.5	126
	NFL Blitz 2000	Midway	Incredibly Fun	AI Can Be Dumb Sometimes	9.0	8.0	9.0	8.5	124
	Psychic Force 2012	Taito	Innovative Gameplay	Frustrating AI	7.5	7.0	6.0	5.0	126
	Rippin' Riders	Sega	Multiplayer Modes, Frame-Rate	Track Designs, Clipping	7.0	6.5	5.5	6.0	125
	Sega Rally 2	Sega	Better Than The Arcade Game	Only Two-Player Multiplay	9.5	9.0	9.0	9.0	126
	Slave Zero	Infogrames	Mechanized Robot Combat	Frame-Rate Takes Frequent Dumps	6.0	4.0	5.5	2.0	126
	Suzuki Alstare-Ext. Racing	Ubi Soft	Smooth And Fast	Rigid Handling	6.0	5.0	6.0	6.5	125
	Toy Commander	Sega	Beautifully Implemented Idea	Some Control Issues	9.0	7.5	8.0	9.0	125
	TrickStyle	Acclaim	Graphics	Short Courses	8.0	6.5	6.0	6.0	124
	Virtua Fighter 3tb	Sega	VF3 Gameplay Fully Intact	Graphics Are Sub-Model 3 Quality	8.0	7.5	8.5	8.0	124
	WWF Attitude	Acclaim	Unlimited Customization	Shoddy Collision Detection	6.5	7.5	8.0	7.0	126
Nintendo 64									
	Army Men: Sarge's Heroes	3DO	Cool Story	Terrible Controls And Camera	5.0	6.0	4.5	3.0	125
	Earthworm Jim 3D	Rockstar	Cow Humor!	Bad Camera, Monotonous Gameplay	3.0	5.5	5.5	6.0	126
	Harvest Moon 64	Natsume	Open-Ended, Non-Linear Gameplay	Monotonous Farming Chores	8.0	7.0	8.0	7.5	126
	Knockout Kings 2000	Electronic Arts	Graphic Detail	Very Tough	6.5				125
	Lego Racers	Lego Media	Slap Together Your Own Lego Cars	Needs More Multiplayer Stuff	6.5	7.0	4.0	7.5	126
	NBA: In the Zone 2000	Konami	Dunk Contest	Sloppy Frame-Rate	5.0				126
	NBA Jam 2000	Acclaim Sports	Jam And Sim All In One	Too Easy To Get Dunkadelic	7.0	5.0	2.0	6.0	126
	NBA Live 2000	Electronic Arts	Michael Jordan	The New York Knicks	9.0				125
	NBA Showtime: NBA on NBC	Midway	Fun NBA Jam Gameplay	Glitchy Animation	7.5	8.0	8.5	7.5	125
	Rainbow Six	Red Storm Entertainment	Two-Player Cooperative Mode	Blah Visuals	8.0	8.0	8.0	6.5	125
	Rayman 2 The Great Escape	Ubi Soft	Lush Graphics, Tight Control	Music Could Be Better	9.0	9.0	9.0	9.0	124
	Ready 2 Rumble	Midway	All Of The Boxers	Repetitive Gameplay	7.0				125
	Resident Evil 2	Capcom	Two CDs Jammed Onto One Cart	No Extreme Battle Mode	9.0	9.0	9.0	7.5	125
	Rocket: Robot on Wheels	Infogrames	Grabby Thing	Shifty Camera	6.5	9.0	7.0	6.0	125
	Top Gear Hyperbikes	Kemco	Nice Speed, Graphics	Not Much Beyond Visuals	6.0	7.5	5.0	7.0	126
	Turok: Rage Wars	Acclaim	Multiplayer Fragging!	Tedious Way Of Opening Up Extras	6.0	7.0	6.5	6.5	126
	V-Rally Edition 99	Infogrames	Fast Frame-Rate	Squishy Control	5.5				126
	WCW Mayhem	Electronic Arts	It Looks Nice	Too Few Modes Of Play	5.5				125
	WWF Wrestlemania 2000	THQ	Previewing Moves In Edit Mode	Not A Big Step Over Revenge	8.5	8.0	8.5	8.0	125
PlayStation									
	Arcade Party Pak	Midway	Plenty Of Newer Classic Games	Unlimited Continues	7.5	7.5	7.5	9.0	126
	Army Men: Air Attack	3DO	Strike-Like Gameplay	Infuriating Difficulty Curve	6.0	6.0	7.0	6.5	126
	Ballistic	Infogrames	Simple, Novel Gameplay	Not Enough Modes Of Play	6.0	5.5	4.0	5.5	125
	Bass Landing	Agetec	Like Real Fishing	Boring, Like Real Fishing	7.5				125
	Bass Rise	Bandai	Easy To Get Into	Low Variety Of Fish	6.0				125
	Big Ol' Bass	Konami	Graphics, Controls	Absolutely Needs Dual Shock	8.0				125
	Broken Sword II	Crave	Story, Graphics, Voicework	Replay	7.5	7.5	7.5	4.5	126
	Crash Team Racing	SCEA	Incredibly Fun To Play	Major Mario Kart Influences	10	8.5	9.5	9.5	125
	CyberTiger	Electronic Arts	Graphics	Choppy Frame-Rate	5.5	5.0	6.0	5.5	125
	Dune 2000	Westwood Studios	Three Sides To Play, Link Games	It's Not That Innovative	7.0				125
	FIFA 2000	EA Sports	Intuitive Control	No Women's Teams	9.0	9.0	9.5	9.0	125
	Final Fantasy Anthology	Square Electronic Arts	Finally...Final Fantasy V!!!	No Final Fantasy IV (U.S. II)	9.5	9.5	9.5	9.5	124
	Formula One '99	Psygnosis	Car Control	Two-Player Mode	7.5	7.0	8.0	7.5	126
	Gallop Racer	Tecmo	Pleasant Graphics	Stupendously Niche Subject Matter	7.0				125
	Grandia	SCEA	Combat And Character Growth	Bad Voice Acting, Slowdown	9.0	9.0	9.0	9.0	125
	GTA 2	Rockstar	Incredible Depth	Graphics Are Pretty Rough	9.0	8.0	7.0	7.0	126

Game	Publisher	Best Feature	Worst Feature	Scores				Issue #
Intellivision Classic Games	Activision	Better Than Atari 2600 Games	Some Of Our Personal Faves Not Here	7.5				126
International Track & Field 2000	Konami	Motion-Captured Graphics	Boring Button'-Mashin' Gameplay	5.5	6.0	6.5	6.0	125
Juggernaut	Jaleco	Atmosphere, Story, Puzzles	Moving Around Can Feel Clunky	7.5				125
Knockout Kings 2000	Electronic Arts	Speedy	Sloppy Collision Detection	7.0	6.0	7.0	7.0	125
Medal of Honor	Electronic Arts	Killing Nazis	It's Too Short	9.0	9.0	8.5	9.5	126
Monster Rancher 2	Tecmo	Improved Combat System	A Lil' Too Repetitive	5.5	6.5	7.0	7.5	125
MTV Music Generator	Codemasters	You Can Make Music!	Fiddly Controls With A Joypad	9.5	8.0	8.5	8.0	126
MTV Sports: Snowboarding	THQ	Easy To Pick Up, Smooth Frame-Rate	Polygon Clipping	7.0	6.5	5.5	6.5	125
NASCAR 2000	Electronic Arts	Create-A-Driver	Very Tough At Times	8.0				125
NBA Basketball 2000	Fox Interactive	Rim Physics	Free-Throw Meter	7.5	5.0	4.0	7.5	125
NBA: In the Zone 2000	Konami	Nice Animations	Sloppy AI	5.0	5.5	6.0	5.5	126
NBA Live 2000	EA Sports	Great AI	The New York Knicks	8.5	9.0	9.0	7.5	126
NCAA Final Four 2000	989 Sports	Bubble Watch	Ball Always Hits Rim	7.0	7.0	6.0	7.5	126
Need For Speed Presents V-Rally 2	Electronic Arts	Frame-Rate And Controls	Can't Configure Control Scheme	8.0	8.5	8.5	8.0	126
NHL 2000	Electronic Arts	Big Hit Button	Fighting	9.0	9.0	9.0	8.0	124
NHL Championship 2000	Fox Interactive	Excellent AI, Realism	Sluggish Gameplay	7.5	6.0	6.0	7.5	125
No Fear Downhill Mountain Bike Racing	Codemasters	Upgradeable Bikes	Sluggish Control	4.0				125
Pong	Hasbro Interactive	Classic Gameplay	Needless Frills	6.5				125
Q-bert	Hasbro Interactive	Classic Gameplay, Updated!	No Construction/Random Mode	8.5				126
Quake 2	Activision	Mouse Support	Some Tedious Levels	9.0	9.0	8.5	9.0	125
Rainbow Six	Red Storm Entertainment	Very Cool Music	Disappointing In Every Respect	3.0	5.0	3.5	4.0	125
Rat Attack	Mindscape	Old-School Gameplay	Odd Perspective And Camera	5.0				125
Ready 2 Rumble	Midway	Cool Cast Of Fighters	Crappy AI	6.5				125
Resident Evil 3 Nemesis	Capcom	Just As Creepy AS RE! And 2	The Story's Kinda Weak	8.5	9.0	8.5	8.5	125
Shadow Tower	Agetec	Two-Player Deathmatch	Loading Times...For Menus?	2.0				125
Space Invaders	Activision	Plays Like The Original, But Better	Long Load Times, Not Enough Variety	5.5	6.5	7.5	6.0	125
Spyro 2	SCEA	So Much Stuff To Do And Find	It's A Bit On The Easy Side	9.0	8.5	8.5	8.5	125
SuperCross Circuit	989 Sports	Two-Player	Speed Burst Is Weak	7.0				125
Test Drive 6	Infogrames	Big Selection Of Cars	Loose Control	5.5	5.5	6.5	5.5	126
Tomorrow Never Dies	EA/MGM Interactive	Varied Gameplay	Sluggish Control And Graphics	5.0	6.0	5.5	5.0	126
Touring Car Challenge: TOCA 2	Codemasters	It's A Sim Lover's Delight	Frame-Rate When The Action Heats Up	8.5	8.5	7.5	7.0	125
Toy Story 2	Activision	Sweet Graphics	Nothing	8.0	7.5	7.0	9.0	126
Twisted Metal 4	989 Studios	Better Than TM III	The Concept's Getting Real Old	7.0	6.5	5.0	5.0	126
Vandal Hearts II	Konami	Story Line, Music	Long, Boring Cutscenes	8.5	7.0	8.0	8.0	126
Vegas Games 2000	3DO	Five Types Of Poker	No Keno?!	5.0				125
Worms Armageddon	Hasbro Interactive	Tons Of Options, Multiplayer	Painfully Slow CPU AI	9.5	9.5	9.0	9.0	126
Wu-Tang: Shaolin Style	Activision	Four-Player Fighting	Gratuitously Violent Content	4.0	6.0	4.0	4.0	126
You Don't Know Jack	Sierra	The Host, The Sarcasm, The Humor	Repeat Questions	9.5	8.5	10	10	125
Game Boy/Game Boy Color								
Antz	Infogrames/Dreamworks	Large Levels	Loose Control	5.5				125
Asteroids	Activision	Classic Old-School Gameplay	Grating Sound	8.0				126
Ballistic	Infogrames	It's A Simple Little Game	A Little Too Simple, Perhaps?	7.0				125
Beauty and the Beast: Bard Game Adv.	Nintendo	It's Mario Party, Jr.	Beauty And The Beast Theme	7.0				126
Billy Bob's Huntin' and Fishin'	Midway	The Southern Stereotypes	Very Little Skill Required	3.5				125
Chase H.Q.	Metro 3D	Combines Driving And Shooting	Repetitive	5.5				125
Duke Nukem	GT Interactive	Interesting Level Design	A Little Too Easy	6.5				125
Madden 2000	THQ	Full Season Mode	Receiving The Ball	8.0				126
Mario Golf	Nintendo	Golf Physics	Tall Grass	8.0				125
Ms. Pac-Man Special	Namco	A Complete Bonus Game...	...(Not-So) Super Pac-Man	6.0				125
Pokémon Yellow	Nintendo	It's Pokémon	It's Pokémon...Again	8.0	6.0	8.0	6.0	125
Rampage: Universal Tour	Midway	Lots Of Levels...	...But It's Extremely Repetitive	3.5				125
Rampart	Midway	Linkable Warfare	Somewhat Plain	5.5				125
Test Drive 6	Infogrames	Tight Control	Cheap AI	6.5				126

Send your best tricks, codes, Web sites and anything else that can help make games more fun and interesting to:

Tricks of the Trade
P.O. Box 3338, Oak Brook, IL 60522-3338
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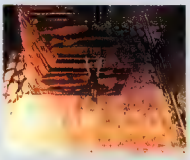
Tricks of the Trade

By Trickman Terry • tricks@zd.com

TRICK OF THE MONTH

Tomb Raider: The Last Revelation (PS)

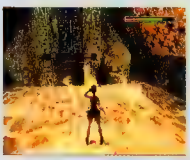
Incredible Codes



In the game, face north (use your compass as a guide). The best way to do this is to hang from a ledge that is facing north, otherwise it will be nearly impossible to do this trick. Now press the Select button to go into your Inventory Screen. From this point, do one of these methods for the results as shown:

All Items
While the compass faces North, highlight the Large Medipack and hold L1+L2+R1+R2+Down on the D-pad. While holding these, press the Triangle button. This will exit the Inventory Screen. Go back to the Inventory Screen and you will see that you have all the items from the game.

All Weapons, Infinite Ammo, Unlimited Small and Large Medipack
While the compass faces north, highlight the Small Medipack and hold L1+L2+R1+R2+Up. While holding these, press the Triangle button. This will exit the Inventory Screen. Go back to the Inventory Screen and you will have all the weapons, unlimited ammo, etc.



Skip Current Level
While the compass faces North, highlight the Load Game option and hold L1+L2+R1+R2+Up. While holding these, press the Triangle button. This will exit the Inventory Screen. You will now be taken to the next level of the game!

Eric-Glen A. Mariano
Address withheld by request

Hey, send us your cool new tricks and win cool prizes!







If your trick is selected as the Trick of the Month, you will win a free GameShark provided by the kind people at InterAct, and a Pro Shock controller or a Hyper 64 controller or VIPER controller from Fire International. If you are given credit for submitting a hot trick in this section, you will win a free game. See page 205 for rules.

NOTE: IF you send your trick by e-mail you must include your real name, address, city, state and zip code.

NBA 2K

Cool Codes



From the Main Menu, go into the Options Screen and pick the Codes option. At the Cheat Codes Screen, enter one of the passwords below for the results as shown. Make sure you enter the codes in all capital letters.

Secret Teams
Enter DEVDUDES as the password to open up the three Insomniacs teams, which include the Sega Sports, Sega and NBA 2K teams.

Huge Ball
Enter BEACHBOYS as password.

Crowd Message
Enter HIMOM as the password.

Giant Heads
Enter FATHEAD as the password.

Micro Players
Enter LITTLEGUY as the password.

Large Players
Enter MONSTER as the password.

Squished Players
Enter SQUISHY as the password.

Obese Players
Enter DOUGHBOY as the password.

Huge Feet
Enter BIGFOOT as the password.

Hurt Coaches
Enter COACHOUCH as the password.

NFL 2K

More Attribute Points

In the Create-A-Player Mode, highlight an attribute and move the points all the way down to o. Then move it all the way back up to the original number. Now look at the available points at the top of the screen and you will have gained a point. Do this for each attribute and you will gain a point for each one.



Ryan Harle
Carpentersville, IL

Ready 2 Rumble Boxing

Easy Training



From the Main Menu, choose Championship Mode. After starting a new game, naming your gym and choosing a boxer, pick the Train Boxer option. Now highlight the Rumble Aerobics Training and press Left and then quickly press A. If you did it fast enough, you will purchase the Rumble Mass Nutrition Regime (which costs $25,000) for $500! This will boost your strength and experience very quickly. You can also purchase the Sway Bag for $500 instead of $1000 by pressing Right instead of Left.

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Speed Devils

Cool Codes



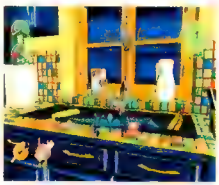
Enter these codes while in the middle of a race *(don't pause the game)!*

All Tracks and Cars
B, Right, B, Right, Up, B, Up.
Unlimited Nitros
Down, Up, Down, Up, A, X, A.
Skip Current Class
Down, Right, Down, Right, A, X, A.
More Money
A, Right, A, Right, Up, B, A.
Note: This code works in Championship Mode only.

Toy [illegible]

Many Cheats

For all the tricks shown below, you must first press Start to pause at some point during the game. After each code is entered, you will hear a sound confirming that it worked.
Every Map Available
Hold the L Shift button and enter A, Y, X, B, Y, X.
Heavy Weapon
Hold the L Shift button and enter X, A, Y, B, A, X.
99 Heavy Ammo



Hold the L Shift button and enter A, B, X, Y, B, A.
New Machine Gun
Hold the L Shift button and enter B, A, Y, X, A, B.
Toy Fixed
Hold L Shift button and press A, X, B, Y, A, Y.

NINTENDO 64

Donkey Kong 64

Cool Codes

Get the Jetpac
After acquiring 15 Banana Medals, go to Cranky and play the Jetpac game. To obtain the Rareware Coin, you must get 5,000 pts. in the game. After you do this, take pictures of six fairies with your camera and you will be able to play the Jetpac game any time. Just go to the Mystery Menu to find this option!

Arcade Donkey Kong
You must first complete DK's Barrel Blast inside Frantic Factory and then a lever will appear. Grab the lever in front of the Donkey Kong Arcade game to play it. Now you must win the game by beating all of the

Santa's Little Helpers

A lot of you may have received them as presents, or bought them for yourselves after returning that ugly sweater: games that are past or present smash hits. This month the sidebars have the codes and tricks for the best of these titles.

Turok: Dinosaur Hunter (N64)

The Ultimate Cheat List!

The Big Cheat
This incredible code is the mother of all cheats for this game! Many people have been wondering how to access warps easily. Access the "Enter Cheat" option from the Title Screen. On the Cheat Code Screen, enter the password for the Big Cheat. The code is as follows: NTHGTHDGDCRTDTRK. Now you will have everything you need for this game including invincibility, weapons, ammo, big heads, warps to levels one through eight and automatic warps to the Bosses of the game!
Many Cheat Codes
On the Title Screen with the menu, either choose Start Game or Enter Cheat. If you begin playing your game, press Start to pause it. A Pause Menu will appear with an option to enter your cheats here as well as the Title Screen. Highlight the "Enter Cheat" option and access it. On the Cheat Code Screen, put in any of the following codes to get the results shown here:
CMGTSMMGGTS: This code gives you all of the weapons.
BLLTSRRFRND: The code gives you unlimited ammunition.
FRTHSTHTTRLSCK: Unlimited lives are at your disposal.
Robin's Cheat
Begin playing your game and press Start. The Pause Menu will appear with many options including one to enter your cheats. Highlight the "Enter Cheat" option and access it. On the Cheat Code Screen, enter RBNSMTH. This will give you "Robins Cheat" which turns on multiple cheats including invincibility, unlimited ammo, all weapons and even a new Big Head Mode, where many of the enemies in the game have huge heads and lower voices!

Turok 2: Seeds of Evil (N64)

Awesome Codes

Enter any of these codes at the Enter Cheat Option on the Main Menu Screen, or when paused, access the Enter Cheat Option and enter a code.
Access the Cheats Option to turn on the cheats of your choice.
To get Big Head Mode enter:

TOP 10 TRICKS

The top 10 games of the last month given the full-on *Trickman* treatment:

1. Pokémon (Yellow) (GB)

Easy Level Gain
To gain experience, switch the Pokémon you want to train with the top Pokémon on your list. When you go into battle, this Pokémon will appear. Switch to another Pokémon. Win the battle, and the beginning Pokémon and the fighting Pokémon both gain experience points.

2. Pokémon (Red) (GB)

Fight Safari Zone Pokémon
This allows you to fight and catch the Safari Zone Pokémon outside the Safari Zone. You must have a Pokémon with the Surf Ability. Go to the Safari Zone and enter the area where the Pokémon you are trying to catch is found. Stay in the section until time runs out. Go to the Seafoam Islands by surfing south of Fuchsia City. Don't encounter any enemies on the way (not including the Pokémon in the water). On the edge of the islands, there is a strip that is half land, and half water. Surf on this section, keep going up and down until you run into an enemy, it will be the Pokémon from the Safari Zone. Now you can fight it, and use any Pokéball.

3. Pokémon (Blue) (GB)

Find Codes
Send in the codes. If we print yours, you'll get a free game!

4. Pokémon Pinball (GB)

Animate Unevolved Pokémon
Go to the Pokédex, highlight an unevolved Pokémon. Press and hold the Start button to see the character move!

cont. on pg. 191

TOP 10 TRICKS (CONTINUED)

5. Pokémon Snap (N64)

Get Level 7

There is a special rainbow level that will send you to space and let you capture a picture of the infamous Mew! First, get all of the Pokémon signs in each of the levels. Then Prof. Oak will open up a new level for you where you'll find Mew in a bubble. Stay in the middle and hit him with a pester ball three times as he passes. Then he will appear in the distance, throw the pester ball ahead of him so he runs into it as he passes. Do this three times. After Mew is out of his bubble, he will be chasing it. Hit him one more time and he'll be stunned. Move in close for a great picture that will get you a huge amount of points!

6. Driver (PS)

Awesome Codes

Invincibility

At the Main Menu rapidly press L2, L2, R2, R2, L2, R2, L2, L1, R2, R1, L2, L1, L1. This option will now be unlocked in the Cheats Screen.

Get Rid Of Police

At the Main Menu rapidly press L1, L2, R1, R1, R1, R1, L2, L2, R1, R1, L1, L1, R2. This option will now be unlocked in the Cheats Screen.

7. Final Fantasy VIII (PS)

Producer Extraordinaire

Here's a cool tidbit: With Selphie Tilmitt, each instrument has a preset "part," and not all the instruments go with each other. Choose matching instruments for a more pleasant sonic experience! Sax, Electric Guitar, Piano and Bass Guitar form a jazzy version of "Eyes on Me," while Guitar, Violin, Flute and Tap form a snazzy folk tune. The folk tune dialogue is recommended.

cont. on pg. 192

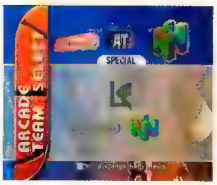




stages (four in all). After you do this, beat the game once more to obtain the Nintendo Coin. Now, take pictures of six fairies with your camera. After returning to the Main Menu, go to the Mystery Menu and you will see an option to play the Arcade Donkey Kong game at any time!

NBA Courtside 2: Featuring Kobe Bryant

Three New Teams



At the Main Menu Screen, highlight either Quick Play or Arcade Play. Now press and hold C-Right+A buttons simultaneously. You will hear a swish sound two times if the code was done correctly. Now at the Team Select Screen, scroll over until you see three Special Teams; The Nintendo Plumbers, Left Field Lefties and the Nintendo Gamers.

Turok 2: Seeds of Evil (cont.)

UBERNOODLE
To get Stick Mode enter:
HOLASTICKBOY
To get Big Hands and Feet Mode enter: STOMPEM
To get Tiny Mode enter:
PIPSQUEAK
To get Pen and Ink Mode enter:
IGOTABFA
To get Gouraud Mode enter:
WHATSATEXTUREMAP
To access Juan's cheat enter:
HEEERESJUAN
To access Zach's cheat enter:
AAHGOO
To access the Blackout cheat enter: LIGHTSOUT
To make your characters wear frooty stripes enter: FROOTSTRIPE

Unlock All Cheats

To unlock every cheat in the game, go to the Main Menu, and access the "Enter Cheat" Option. Now enter the following code: BEWAREOBLIVIONISATHAND. This will unlock all the cheats! To activate any of them, go to the "CHEATS" section from the Main Menu to turn them on or off.

Ready 2 Rumble Boxing

Many Cheats

More Classes

Select Championship Mode from the Main Menu. Then, choose New Game and enter your gym name as one of the passwords shown below.

Bronze Class Boxers

Put in BRONZE as the name of your gym. This also opens up Kemo Claw in Arcade.

Silver Class Boxers

Put in SILVER as the name of your gym. This also opens up Bruce Blade in Arcade.

Gold Class Boxers

Put in GOLD as the name of your gym. This also opens up Nat Daddy in Arcade.



Champ Class Boxers

Put in CHAMP as the name of your gym. This also opens up Damien Black in Arcade.

New Costumes

In Arcade Mode, go to the Boxer Selection Screen and press C-Left+C-Up at the same time.

Easy Training

From the Main Menu, choose Championship Mode. After starting a new game, naming your gym and choosing a boxer, pick the Train Boxer option. Now highlight the Rumble Aerobics Training and press Left and then quickly press A. If you did it fast enough, you will purchase the Rumble Mass Nutrition Regime (which costs $25,000) for $500! This will boost your strength and experience very quickly. You can also purchase the Sway Bag for $500 instead of $1000 by pressing Right instead of Left.

Roadsters Trophy

Many Cheats

Enter any of these passwords as the driver's name on the Driver Select Screen to active the trick. Make sure you keep the upper and lower case letters intact as well as the spaces to make the code work. If you want to enter another trick, press Z and rename the driver again. All codes will stay active until you enter CheatsOff as the driver's name:

Anyway - Race the circuits backward without winning the second and first division championships.

Gimme ALL - Access to all the cars from any division and circuits.

fastBUCKS - You get $250,000

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instead of $40,000 after you begin the Roadsters Trophy.
EasyMoney - You get $1,000,000 instead of $40,000 after you begin the Roadsters Trophy.
_Trophies - This gives you second and third division championship wins after you begin the Roadsters Trophy. Now you can race in any division! (Note: There is a space before the T)!
Smurfing - All the voices in the game are high-pitched.
BigWheels-



Every car now has huge wheels.
Skywalker - The cars will look like "Star Wars"-styled hover vehicles.
Car Radio - The cars will become small, like radio-controlled cars. There are no drivers and the action will be seen from the angles of the replay camera.
Chopper - Top-down view as if filmed from a helicopter.
Extra Rez - You can change the resolution in the Options Menu (Note: This only works with a RAM Expansion Pak).
CheatsOff - Turns off all of the active cheat codes.

NBA Showtime: NBA on NBC

Tonight's Matchup Codes

At Tonight's Match-Up Screen, enter codes with the Turbo, Shoot and Pass buttons the number of times shown and press the pad or stick in the direction indicated (Ex. For 4-3-2 Up, you would press Turbo four times, Shoot three times and Pass two times and press Up).
Tournament Mode
1-1-1 Down
Show Shot Percentage
0-0-1 Down
Show Hotspot
1-0-0 Down
No Hotspots (2p must agree)
2-0-1 Up
Big Head Mode
2-0-0 Right
Team Uniform (2p must agree)
4-0-0 Right
Alternate Uniform
4-3-0 Right
Midway Uniform
4-0-1 Right
Home Uniform
4-1-0 Right
Away Uniform
4-2-0 Right

GameShark Codes

Nintendo 64

NBA Showtime: NBA On NBC
Infinite Creation Points
801655200004
Max Height
80165c410004
Max Power
80165c430004
Max Speed
80165c440004
Max 3 Pts
80165c450004
Max Steal
80165c470004
Max Block
80165c480004
Max Dunks
80165c490004
Choose All Players
8[illegible]

Resident Evil 2
Enable Code (Must Be On)
f10004f02400, f[illegible]
Infinite Health
810e1322000[illegible]
Rapid Fire Press [L] + [A]
d1014fa48010, 810e1318[illegible]
Enable 4th Survivor Mode
800e10ef0048
Enable Tofu Survivor Mode
800e10ef0049
Biohazard 2 Mode
d00e10ef0040, 800e10ef0040
Start on 2nd Scenario Free
New Game
800e110c00[illegible]

Toy Story 2
Infinite Lives
810bb10a000[illegible]
Infinite Battery
8[illegible]

WinBack
Infinite Health
8017aabb0064
No Reload Pistol
8017aab70009
No Reload Silenced Pistol
801587c40009
No Reload Shotgun
8017aab30008
No Reload Machinegun
8017aa9f001e
Enable Max Power Mode
8015d4170001

GoldenEye 007

Tons of Codes

Time Codes
Codes will be revealed by completing each level under a certain time, at a certain difficulty level. Here are the levels and times you need:
Level 1: Dam-Paintball Mode-Secret Agent-2:40
Level 2: Facility-Invincibility-00 Agent-2:05
Level 3: Runway-DK Mode-Agent-5:00
Level 4: Surface-2x Grenade Launcher-Secret Agent-3:30
Level 5: Bunker-2x Rocket Launcher-00 Agent-4:00
Level 6: Silo-Turbo Mode-Agent-3:00
Level 7: Frigate-No Radar (Multi)-Secret Agent-4:30
Level 8: Surface2-Tiny Bond-00 Agent-4:15
Level 9: Bunker2-2x Throwing Knives-Agent-1:30
Level 10: Statue-Fast Animation-Secret Agent-3:15
Level 11: Archives-Invisibility-00 Agent-1:20
Level 12: Streets-Enemy Rockets-Agent-1:45
Level 13: Depot-Slow Animation-Secret Agent-1:30
Level 14: Train-Silver PP7-00 Agent-5:25
Level 15: Jungle-2x Hunting Knives-Agent-3:45
Level 16: Control-Infinite Ammo-Secret Agent-10:00
Level 17: Caverns-2x RC-P90s-00 Agent-9:30
Level 18: Cradle-Gold PP7-Agent-2:15
Level 19: Aztec-2x Lasers-Secret Agent-9:00
Level 20: Egyptian-All Guns-00 Agent-6:00
Bond Photos (GameShark)
This code reveals pictures on the Selection Screen, of three James Bond actors from the movies. Using a GameShark, create a code called All Bonds (or any name).
Then enter: A002B19B 00_ _ as a password. For the two spaces, enter 01 to see Roger Moore, 02 to see Timothy Dalton, or 03 to see Sean Connery. Begin game with one of the codes on, and then begin a multiplayer game. Sadly, you can't play the Bond actors; the programming was removed from the game.
Secret Level Editor
Once you finish every level on the 00 Agent difficulty setting (plus bonus levels 19 and 20), a special 007 Mode will open. This is an "Editor" screen, in which you can configure options such as Enemy Health, Enemy Damage, Enemy Accuracy and Enemy Reaction Speed!
Same Player in Multiplayer
Plug in four controllers. Enter Multiplayer Mode and select four characters with each controller, having players three and four be the duplicates. Go back to the Multiplayer Screen and unplug controllers three and four. Players one and two choose the players where three and four were. Go back to the Multiplayer Screen again and plug players three and four back in. Be sure to change the "Player" option back to four. Now when you begin your match, there should be two of the same character!

Winback: Covert Operations

Max Power



This trick will give you all the game's weapons with unlimited ammunition. On the main Title Screen that says, "Press Start," quickly press C-Right, C-Left, C-Right, C-Left, C-Down, C-Up, C-Down, C-Up, hold the L button and press Start. You will hear a gunshot if entered correctly.

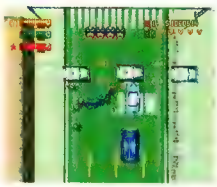
PLAYSTATION

Grand Theft Auto 2

Many Codes

From the Main Menu, access "Play" and then "Player Name." Enter your name as one of these codes for the results shown.

LOSEFEDS - All Police gone.
BIGSCORE - This gives you 10,000,000 points.
HIGHFIVE - You'll get the Multiplier x5
NAVARONE - All the weapons in the game are now available.
LIVELONG - Unlimited energy.
DESIRES -Max "wanted" level.



Legacy of Kain: Soul Reaver

Many Codes

While the game is paused, enter any one of these codes for the results as shown:

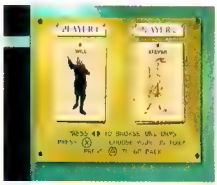
Refill Health
Hold L1 and press Down, Circle, Up, Left, Up, Left.
Next Level Health
Hold L1 and press Right, X, Left, Triangle, Up, Down.
Maximum Health
Hold L1 and press Right, Circle, Down, Up, Down, Up.
Refill Magic
Hold L1 and press Right, Rignt, Left, Triangle, Right, Down.
Maximum Magic
Hold L1 and press Triangle, Right, Down, Right, Up, Triangle, Left.
Pass Through Barriers
Hold L1 and press Down, Circle, Circle, Left, Right, Triangle, Up.
Wall Climbing
Hold L1 and press Triangle, Down, L2, Right, Up, Down.
Hurt Raziel
Hold L1 and press Left, Circle, Up, Up, Down.
Force
Hold L1 and press Left, Right, Circle, Left, Right, Left.
Constrict
Hold L1 and press Down, Up, Right, Right, Circle, Up, Up, Down.
Force Glyph
Hold L1 and press Down, Left, Triangle, Down, Up.
Stone Glyph
Hold L1 and press Down, Circle, Up, Left, Down, Right, Right.
Sound Glyph
Hold L1 and press Right, Right, Down, Circle, Up, Up, Down.
Water Glyph
Hold L1 and press Down, Circle, Up, Down, Right.
Fire Glyph
Hold L1 and press Up, Up, Right, Up, Triangle, L2, Right.
Sunlight Glyph
Hold L1 and press Left, Circle, Left, Right, Right, Up, Up, Left.
Shift at Any Time
Hold L1 and press Up, Up, Down, Right, Right, Left, Circle, Right, Left, Down.

Medal of Honor

Many Codes

From the Options, choose "Password" and enter any of these codes into the Enigma Machine:

Unlimited Ammo
Enter your code as BADCOPSHOW.
4x Firing Rate
Enter your code as ICOSIDODEC.
Reflecting Shots
Enter your code as GOBLUE.
Unlock William Shakespeare
Enter your code as PAYBACK to play as this character in Multiplayer Mode.



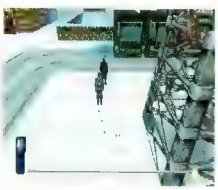
Unlock Winston Churchill
Enter your code as FINESTHOUR to play as this character in Multiplayer Mode.
Unlock the Raptor
Enter your code as SSPIELBERG to play as this character in Multiplayer Mode.

Mission: Impossible

Cool Cheats

From the Main Menu, Choose the "Load Game" option. Then pick "Password." Now enter one of these codes as shown. Don't worry about the Bad Password warning. The codes *will* work:

Turbo Ethan
Enter GOOUTTAMYWAY as your password.
Stiff as a Board
Enter SCAREDSTIFFF as your password.



Longer Jumps
Enter BIONICJUMPER as your password.
Slow Motion Mode
Enter IMTIREDTODAY as your password.

THE BEST OF THE BANDICOOT!

Hey Crash fans: Here's a list of the best tricks from all the Crash games, old and new.

Crash Bandicoot (PS)

Ultimate Password

Enter this code at the Password Screen to access every level in the game: Triangle, Triangle, Triangle, Triangle, X, Square, Triangle, Triangle, Triangle, Triangle, Square, X, Triangle, Circle, Triangle, Triangle, Triangle, Circle, Square, Triangle, X, X, X, X.

Crash Bandicoot 2: Cortex Strikes Back (PS)

Extra Lives

Inside the second warp room, move up to the bear that's barking and jump on top of him constantly. This way, you will gain 10 extra lives (Note: This can only be done one time).

Crash Bandicoot: Warped (PS)

Free Apples

When you are playing a level that has the rock-throwing monkeys, after you have destroyed the vases that they occupy you can jump on the monkeys and get free apples.

tricks@zd.com

We want your tricks! Plus, next month, we want to feature as many games as possible. Send us anything you have.

See FMVs
Enter SEECOOLMOVIE as your password.
Developer's Message
Enter TTOPFSECRETT as your password.

Space Invaders

Level Select and Classic Mode

This rather simple code will give you the ability to choose your starting level. At the Main Menu



Screen, press Circle and a Level Select Menu will appear. Now you can choose your starting level. If you pick level 00, you will be taken to the final level and after defeating the "retro" space invader boss, you will be granted with a new option called "Classic." Go back to the Main Menu and highlight the 1 Player Mode and press Left to reveal the Classic Mode. Press X and you will be playing the original arcade Space Invaders!



Test Drive 6

Cash and Tracks

From the Main Menu Screen, move down to "Race Menu," highlight it and press X. Now at the "Enter Your Name" Screen, put in any of these codes for the results as shown:
AKJGQ - This will give you $5,000,000 cash *(buy any car you want)*!
ERERTH - All the tracks are now available in the Single Race.

Twisted Metal 4

Sweet Codes

From the Options Screen, access the Password option. Now enter the button codes shown below for various results. You will hear an evil laugh if entered correctly.
Unlimited Specials
Put in Triangle, L1, Down, Triangle, Up as your password. Now your special weapon will regenerate quickly, giving you the advantage!
Only Pick Up Napalms
Put in Right, Left, R1, Right, Circle as your password.



CPU Shoots Only You
Put in Right, Triangle, Right, Triangle, L1 as your password. You will be the prime target of all the vehicles!

SCOPE THESE OUT

Just in case you just got one of these two awesome titles for the holidays.

Metal Gear Solid

Snake's Tuxedo

To play as Solid Snake in a tuxedo, you'll have to beat the game twice using your old save data to reload new games. Then, on the third game, Snake will change into his tuxedo when he is on the elevator coming out of the dock.

Syphon Filter

Many Codes

Level Select
Pause the game, go into the Options Menu. Highlight the "Select Mission" option, then press and hold Left+L1+R1+SELECT +Square+X.
All Weapons and Ammunition
Pause gameplay and highlight the "Weapons" option. Hold Right+L2+R2+Circle+Square+X (in order). Note: Only the weapons normally available during the current level will become selectable.
Hard Mode
While on "New Game" on the Title Screen, press Left+L1+R2+Select+Square+Circle +X. You will hear Gabe say, "Damn it!". When you start the fist level, the screen will say "Hard Difficulty" under the area name.
Cinema Mode
When you begin the first level, go into the bar. When you get to the guy shooting at you from behind some crates, shoot him, then go into that room and out the window. On the right is a fence and an elevator, on the left is an alley. Go down the alley and you should be in a street with flaming squadcars at the end. On the left side are three doors. Use the Sniping Mode to look up, and it should say "Theater" above the right door. Go up to the door and pause the game. Keep "MAP" highlighted, then press and hold in this order: Right+L2+R1+X. Gabe should say "Got it" after you enter the code. When you press START again, you should be in the theater. Enter either curtain and all the movies should appear. Press X to skip any of the movies and press START to go back to the theater.

TOP 10 TRICKS (CONTINUED)

8. Tony Hawk's Pro Skater (PS)

Awesome Codes
Enter cheats while paused. If entered correctly, the screen will shake.
Big Head Mode
Hold L1 and press Left, Up, X, Down, Up, X.
Special Available Anytime
Hold L1 and press Square, Up, Left, Up, Circle, Triangle.
Get 10X Multiplier
Hold L1 and press Triangle, X, Triangle.
Get 13X Multiplier
Hold L1 and press X, Square, Square, Triangle, Up, Down.
Slow Mo
Hold L1 and press Left, Square, Left, Square, Left, Square, Left.
Get All Practice Mode Levels
Hold L1 and press Square, Up, Left, Up, Circle, Triangle. Quit the level you are playing and go to the menu. You will have all Practice Mode levels.

9. Madden NFL 2000 (PS)

Tons of Codes
Enter code at the Code Entry Screen to activate cheat.
20 Yard First downs: FIRSTIS20
Super Stiff Arm: SMACKDOWN
Super Jump: SPRONG
More Sacks: QBINTHECLUB
Easier Interceptions: PICKEDOFF
No Interceptions: EXPRESSBALL
Less Penalties: REFISBLIND
Big Versus Small Players: MINIME
Camera Follows Football: VERTIGO
Antarctica Stadium: XMASGIFT
Dodge City Stadium: WILDWEST
All-Madden Team: TEAMMADDEN

10. NASCAR 2000 (PS)

Find Codes
Hey race fans, we know you're out there! And we know you love this game. So why not send in some of your cool codes for this game? If yours makes it in the mag, you'll score a free game!



TRICKS

Top 5

Slots held by Pokémon titles in last month's top 20 sellers list.

More Holiday Gifts

Cool codes for the popular Tomb Raider series.

Tomb Raider (PS)

Access To All Weapons

Go to the Inventory Screen by pressing Select. Now press the following: L1, Triangle, R2, L2, L2, R2, Circle, L1. You will hear Lara make a sound. Now press X. Go back into the Inventory Screen with Select.

Tomb Raider II (PS)

Game Cheats

Level Skip: Sidestep left, sidestep right, sidestep left, walk one step back, walk one step forward, turn around three times, then do a front jump and turn around in midair (Up+Square, then Circle).

All Weapons: This trick is the same as the level skip except at the end do a backflip and turn instead of a front jump. You should hear a click if you did the trick right.

Tomb Raider III (PS)

Incredible Cheats

Level Skip

In the middle of the game without pausing, enter any of these cheats as shown:

All Weapons: L2, R2, R2, L2, L2, L2, L2, R2, L2, R2, R2, L2, R2, R2, L2, L2, R2, L2, R2, L2, R2. You'll hear a scream.

Fill Energy: R2, R2, L2, R2, L2, L2, L2, L2, L2, L2, R2, R2, L2, L2, L2, R2, L2, L2, L2, L2, L2. You will hear her grunt.

Level Skip: L2, R2, L2, L2, R2, L2, R2, L2, R2, L2, L2, L2, L2, R2, L2, R2, R2, R2, R2, L2. Lara says, "No."

All Secrets (access All Hallows): L2, L2, L2, L2, L2, R2, L2, L2, L2, R2, L2, R2, L2, L2, R2, L2, L2, L2, R2, L2. Lara will sigh.

Gives You Race Key at Lara's House: R2, L2, L2, L2, R2, L2, L2, L2, L2, L2, L2, R2, L2, L2, L2, L2, L2, R2, L2, L2. Lara says, "No."

GAME BOY

Asteroids

Cool Stuff

Cheat Menu

At the Password Screen, enter CHEATONX for the Cheat Menu. While playing, press Select to access the menu. Press Up or Down to choose a level and Right or Left to choose a zone. Press A for invulnerability.

New Ship

At the Password Screen, enter PROJECTX to get the best ship in the game, the Excalibur Ship.

Classic Mode

At the Password Screen, enter QRTREATR to unlock Classic Asteroids on the Main Menu.

More GameShark Codes

PlayStation

Final Fantasy VIII
Infinite Amount All Items
8000c6020001
80077ebcff01
Infinite HP Alexander
80078da4270f
80078da6270f
800776810001
Infinite HP Squall
80077808270f
80077808270f
Level 99 Alexander
80078dac0063
Level 99 Bahamut
80078dc40063
Level 99 Brothers
80078d700063
Level 99 Cactuar
80078ddo0063
Level 99 Carbuncle
80078d7c0063
Level 99 Cerberus
80078da00063
Level 99 Diablos
80078d7c0063
Level 99 Doomtrain
80078db80063
Level 99 Eden
80078de80063
Level 99 Irit
80078d580063
Level 99 Leviathan
80078d880063
Level 99 Pandemona
80078d940063
Level 99 Quezacotl
80078d400063
Level 99 Shiva
80078d4c0063
Level 99 Siren
80078d640063
Level 99 Tonberry
80078ddc0063

Medal of Honor
Enable All Cheats
800386a0ffff
Infinite Ammo
800461aaa463
800461aa24e
8007dc26a463
8007dc3674e

NBA Live 2000
Unlock All Legends
500400020000
800826cdffff

NBA Showtime: NBA On NBC
Infinite Creation Points
300b4e16000a
Choose All Privileges
300b4e170007
Max Height
8015abac00
Max Power
8015abb400
Max Speed
8015abb80
Max 3 Ptrs
8015abce00

Max Steal
8015abc40
Max Block
8015abc600
Max Dunks
8015abcc00
Max Dribble
8015abd000
Max Stats
800a00040
8015abcc00

Quake II
Infinite Health P1
800cbda00064
Infinite Armor P1
800c7f1e0064
Infinite Shotgun & Super Shotgun Ammo P1
800c7f3c0064
Infinite Machine Gun & Chaingun Ammo P1
800c7f3e0064
Infinite Grenades + Grenade Launcher Ammo P1
800c7f400064
Infinite Rocket Launcher Ammo P1
800c7f420064
Infinite Hyper Blaster + BFG Ammo P1
800c7f440064
Infinite RailGun Ammo P1
800c7f460064
Super Jump (Press Square) P1
d00c7dd08000
800c7dd86fe1

Resident Evil 3: Nemesis
All Weapons In Chest
800d215c0001, 800d21
800d21640003, 800d21680
800d21660005, 800d21700
800d21740003, 800d21780
800d21760003, 800d21800
800d21840003, 800d21880
800d21860010, 800d21900
800d21940
800d219c0014
Infinite Ammo All Weapons
800d215e0003, 800d21620
800d21660003, 800d21680
800d21680003, 800d21720
800d21760003, 800d21780
800d217e0003, 800d21820
800d21860003, 800d21880
800d21880003, 800d21920
800d21960003, 800d21980
800d219c0003

Toy Story 2
99 Coins
800b22260063
Have All Pizza Planet Tokens
800c1618161f
800c1612161
800c161c1f
800c161e1f
800c16201
800c16221

1999 Readers' Choice Awards Ballot

You know what to do. Complete the ballot below and zip it back to us by Jan. 15 (photocopies not accepted). Or screw the post office and vote online at www.videogames.com. Don't like our nominees? Write in your own picks in the space provided. Just make sure to choose games released in the U.S. between Jan. 1 and Dec. 31, 1999. Check the March issue of *EGM* for the winners, as well as the editors' picks for the best of 1999.

Send your ballots to:

EGM Readers' Choice Awards
Ziff-Davis Video Game Group
P.O. Box 3338
Oak Brook, IL 60522-3338

Game of the Year: All Systems
- ❑ Ape Escape (PS)
- ❑ Crash Team Racing (PS)
- ❑ Donkey Kong 64 (N64)
- ❑ Final Fantasy VIII (PS)
- ❑ Medal of Honor (PS)
- ❑ Pokémon Yellow (Game Boy Color)
- ❑ Rayman 2 (N64)
- ❑ Super Smash Bros. (N64)
- ❑ Sonic Adventure (Dreamcast)
- ❑ Soul Calibur (Dreamcast)
- ❑ _____

Game of the Year: Dreamcast
- ❑ NFL 2K
- ❑ Sega Rally 2
- ❑ Sonic Adventure
- ❑ Soul Calibur
- ❑ Toy Commander
- ❑ _____

Game of the Year: PlayStation
- ❑ Ape Escape
- ❑ Crash Team Racing
- ❑ Final Fantasy VIII
- ❑ Grandia
- ❑ Legacy of Kain: Soul Reaver
- ❑ _____

Game of the Year: Nintendo 64
- ❑ Donkey Kong 64
- ❑ Jet Force Gemini
- ❑ Mario Party
- ❑ Rayman 2
- ❑ Super Smash Bros.
- ❑ _____

Game of the Year: Handhelds
- ❑ Card Fighter's Clash (Neo•Geo Pocket Color)
- ❑ Mario Golf (Game Boy Color)
- ❑ Pokémon Yellow (Game Boy Color)
- ❑ Sonic Pocket Adventure (Neo•Geo Pocket Color)
- ❑ Super Mario Bros. Deluxe (Game Boy Color)
- ❑ _____

Action Game of the Year:
- ❑ Ape Escape (PS)
- ❑ Driver (PS)
- ❑ Medal of Honor (PS)
- ❑ Tony Hawk's Pro Skater (PS)
- ❑ Winback: Covert Operations (N64)
- ❑ _____

Shooter of the Year:
- ❑ Armada (Dreamcast)
- ❑ Missile Command (PS)
- ❑ Omega Boost (PS)
- ❑ R-Type Delta (PS)
- ❑ R-Type DX (Game Boy Color)
- ❑ _____

Adventure Game of the Year:
- ❑ Donkey Kong 64 (N64)
- ❑ Dino Crisis (PS)
- ❑ Legacy of Kain: Soul Reaver (PS)
- ❑ Rayman 2 (N64)
- ❑ Resident Evil 3: Nemesis (PS)
- ❑ _____

Strategy Game of the Year:
- ❑ Command & Conquer (N64)
- ❑ Civilization II (PS)
- ❑ Dune 2000 (PS)
- ❑ Vandal Hearts II (PS)
- ❑ Worms Armageddon (PS/Dreamcast)
- ❑ _____

Multiplayer Game of the Year:
- ❑ Mario Golf (N64)
- ❑ Mario Party (N64)
- ❑ Worms Armageddon (Dreamcast/PS)
- ❑ Wrestlemania 2000 (N64)
- ❑ You Don't Know Jack (PS)
- ❑ _____

Sports Game of the Year:
- ❑ FIFA 2000 (PS)
- ❑ Madden NFL 2000 (PlayStation/N64)
- ❑ NBA 2K (Dreamcast)
- ❑ NBA Live 2000 (PS/N64)
- ❑ NFL 2K (Dreamcast)
- ❑ _____

Fighting Game of the Year:
- ❑ Bloody Roar 2 (PS)
- ❑ Power Stone (Dreamcast)
- ❑ Soul Calibur (Dreamcast)
- ❑ Street Fighter Alpha 3 (PS)
- ❑ Virtua Fighter 3tb (Dreamcast)
- ❑ _____

Racing Game of the Year:
- ❑ Beetle Adventure Racing (N64)
- ❑ Crash Team Racing (PS)
- ❑ Gran Turismo 2 (PS)
- ❑ Sega Rally 2 (Dreamcast)
- ❑ Star Wars: Episode I Racer (N64)
- ❑ _____

RPG of the Year:
- ❑ Final Fantasy VIII (PS)
- ❑ Final Fantasy Anthology (PS)
- ❑ Grandia (PS)
- ❑ Lunar: Silver Star Story Complete (PS)
- ❑ Star Ocean: The Second Story (PS)
- ❑ _____

Puzzle Game of the Year:
- ❑ Ballistic (PS)
- ❑ Lode Runner 3D (PS)
- ❑ Q*Bert (PS)
- ❑ The New Tetris (N64)
- ❑ The Next Tetris (PS)
- ❑ _____

Best Graphics:
- ❑ Donkey Kong 64 (N64)
- ❑ NFL 2K (Dreamcast)
- ❑ Rayman 2 (N64)
- ❑ Sonic Adventure (Dreamcast)
- ❑ Soul Calibur (Dreamcast)
- ❑ _____

Best Music:
- ❑ Final Fantasy VIII (PS)
- ❑ Jet Force Gemini (N64)
- ❑ Medal of Honor (N64)
- ❑ Umjammer Lammy (PS)
- ❑ Vandal Hearts II (PS)
- ❑ _____

Best Sound Effects:
- ❑ Final Fantasy VIII (PS)
- ❑ Medal of Honor (PS)
- ❑ NHL 2000 (PS)
- ❑ Silent Hill (PS)
- ❑ Star Wars: Episode I Racer (PS)
- ❑ _____

ELECTRONIC GAMING MONTHLY

FINAL WORD

Imagine a bunch of guys sitting around discussing something seemingly important in the world of video games. That's what Final Word is all about...this month it's:

chris_johnston@zd.com
crispin_boyer@zd.com
john_davison@zd.com
shawn_smith@zd.com
che_chou@zd..com

The Decline Of Arcades


Chris Johnston


Crispin Boyer


John Davison


Shawn Smith


Che Chou

Chris I remember back in the day where I could walk into an arcade and play games like Altered Beast, Rampart, Q-Bert, Pac-Man, etc. There was a lot of variety in the kinds of games being made. Now I walk into an arcade and get to decide between four different racing games, two different sports games (Blitz and Showtime), and whatever fighting game is the flavor of the month. That's about it. Or there's those deluxe machines where it's a dollar to play and you don't get more than a minute of game time. I'm not saying that nothing except a real high-end PC could match the graphics. Now we have a console that's the same hardware as a top-of-the-line arcade unit. People need more than graphics now...they need ridiculous force-feedback things, stuff like that stupid Prop Cycle game, skateboards you can jump on, units that move and vibrate. I don't think arcades are necessarily just racing and shooting...it's almost like the 'savvy' arcade operators are trying to give complete fantasy 'thrill ride' situations...like that mine car thing.

[redacted]

current arcade games aren't good...but it's the same old thing. The same thing is happening in Japan with music games, but at least they have something different, something new. The decline of arcades is really the industry's own fault—by churning out cookie-cutter games and making deluxe machines that are too expensive to play, they are killing off arcades.

Crispin I blame it all on Street Fighter II. Look at it this way—that thing came out in 1992 and people were lining up to play it. The arcades almost took on a Fight Club mentality, 'cause everyone was challenging each other. The SFII coin-op cost the arcade guy $1,600 or so to buy, and it's making $900 a week because everyone's ga-ga over it. Then Mortal Kombat came out and split gamers into two camps: MK fanatics and Street Fighter purists. Arcade operators were buying nothing but clones of those games, because that's what they thought gamers wanted, but they were really just shrinking their audience. No average Joe gamer wanted to walk into an arcade and get trounced by a gang of experts on the newest Street Fighter clone.

John They're not so much 'games' now as they are novelty items. I think the home game market has had a big effect...people don't need to go to an arcade to see something really impressive any more. I can remember when arcade technology was always leagues away from what the home systems could do. Virtua Racing came out in the Genesis heyday—and even though the game was ported,

Shawn Yeah, arcades and especially LBE facilities are completely about amusement these days. The idea of an arcade 'game' is all but gone—they're more like interactive arcade experiences, and you can't really play them from beginning to end on one token. Is this a bad thing? I don't think so. Home games are so different than their arcade counterparts as far as depth is concerned. It makes sense over-the-top arcade units like the ones around now are the standard. You want something memorable if you're going out on the town for a night of gaming. You want entertainment; not something you can experience at home.

Che I think the home market has everything to do with the decline of the arcade scene. Remember when home ports always meant some sort of sacrifice? Bionic Commando, Ikari Warriors 2 and Renegade for the NES all turned out to play nothing like their arcade counterparts. Nowadays with games like Soul Calibur, people expect nothing less than perfection...and as a result, the future of gaming has been handed down to the consumer market. For me, this is a real shame. I miss the days when you looked to arcades for early forecasts of things to come. I miss marveling at the latest arcade boards. I miss arcade cabinets that only had a joystick and three buttons. I miss the community you felt with other fighting game freaks when you waited in line to beat somebody's ass in King of Fighters '95. Screw the Bemani generation, I want my 2D vertical shooter clones!

What do you think? If you have any comments on our Final Word topic each month, send us your thoughts to EGM@zd.com Mark your e-mails Final Word

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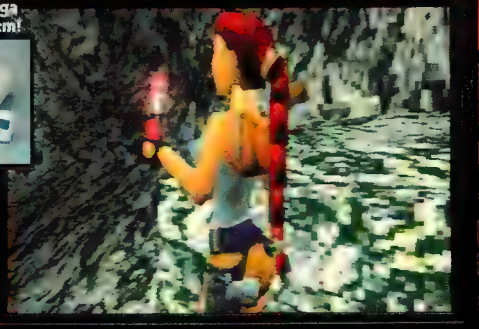
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	H					
		E				
P	I	N	C	H	W	MYSTERY WORD
	R					
S						

WORD LIST and LETTER CODE chart

PINCH .....W	PRESS.....K	BLAST .....A	WRECK .....D
BREAK .....Z	PUNCH .....S	SPRAY C	TURBO.....V
STOMP .....T	STAND.....R	PRESS .....E	DREAM ....O
CRUSH.....I	SCORE .....H	SLANT L	CHASE.....P

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Konami (Roleplaying)
Release: 1/00
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Konami (Roleplaying)
Release: 12/99
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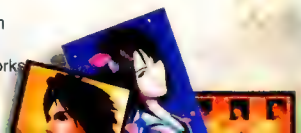
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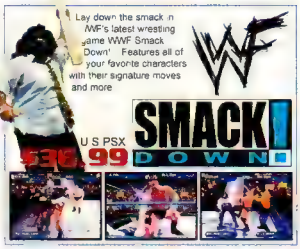
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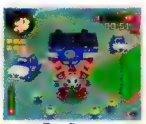
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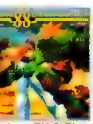
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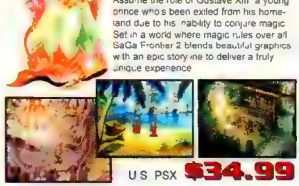
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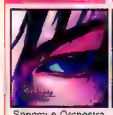
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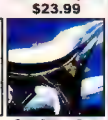
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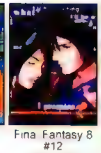
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March 2000

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Driver 2

We bring you the first big exclusive of the new millennium. Reflections and GT Interactive are already well on the way to finishing the follow-up to one of the biggest games of 1999. We'll bring you the first look at the game, along with interviews with the team, and news on the future of the Driver franchise. Driver 3 on PS2 anyone?



- First info on the new Star Wars Episode One game...Jedi Power Battles
- The big Dreamcast games for 2000 and beyond. What's the next big thing?
- Pokémon lunacy continues. Each month we'll bring you all the Pokémon information that's out there. When will the backlash begin?
- The countdown to Perfect Dark begins. Are you excited yet?
- Tricks for all the hottest games.

Official U.S. PlayStation Magazine

February 2K

On sale Jan. 18



Vigilante 8

Check out *OPM*'s reviews of top titles like **Vigilante 8: Second Offense**, **Tomb Raider: The Last Revelation** (also on the Demo Disc!), **SaGa Frontier 2**, **The Smurfs**, **Thrasher: Skate & Destroy**. Then cruise on over to *OPM*'s massive **Gran Turismo 2** strategy and learn how to master all the courses and ace the driving tests. Don't miss all the latest previews on the hottest games of the new millennium—that is, if we all survive the Y2K meltdown!

Demo Disc

Playables

- Tomba! 2: The Evil Swine Return
- Ballistic
- Tomb Raider: The Last Revelation
- SuperCross Circuit
- MTV Sports: Snowboarding
- Intl. Track & Field 2000

Non Playables

- Hot Shots Golf 2
- Medal of Honor

EXPERT GAMER

February 2K

On sale Jan. 25

Gran Turismo 2

Get ready to burn rubber as we kick off the new millennium with coverage of the hottest racer the PlayStation has ever seen—**Gran Turismo 2**. With more than 500 cars and 20 tracks, this baby's gonna keep you driving fans busy for a long, long time. We'll also have the second halves of our **Donkey Kong 64** and **Tomb Raider: The Last Revelation** guides, as well as new stuff like **Tomba! 2**, **Fear Effect**, and more! Best of all, we've got a little surprise for you **Pokémon** fans out there...(Did somebody say **Gold** and **Silver**?).





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www.acclaim.com
Activision 47
www.activision.com
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www.bresoftware.com
Capcom 14-15, 82-83, 162-163, 208
www.capcom.com
Chips and Bits 198
www.cdmag/chips.html.com
Crave 67, 136-137
www.cravegames.com
Ecko Unlimited 75
www.eckounlimited.com
Eidos Interactive . . 2-3, 16-17, 68, 77, 167, 184-185, 171
www.eidosinteractive.com
Electronics Boutique 51-56
www.ebworld.com
Fox Interactive 19, 21, 23
www.foxinteractive.com
Funco 205
www.funcoland.com
Game Express 201
www.gamexpress.com
Game Fever 131
www.gamefever.com
Gamecave 202-203
www.gamecave.com
Infogrames 97
www.infogrames.net
InterAct Accessories 206-207
www.interact-acc.com
Interplay 152-153
www.interplay.com
Jaleco USA Ltd. 101
www.jaleco.com
Kool 81, 149
www.koolgames.com
Konami 41, 43, 124-125, 138-139
www.konami.com
Namco 104-105, 113
www.namco.com
Natsume 95
www.natsume.com
Nintendo of America 6-7, 44-45
www.nintendo.com
Psygnosis 111
www.psygnosis.com
Puzzle Me Inc. 197
www.puzzleme.com
Red Storm Entertainment 93
www.redstorm.com
Sega of America 13, 48, 65, 71
www.sega.com
Segasoft 33
www.hest.net
SNK Corporation 73
www.snkusa.com
Sony Computer Entertainment 10-11, 84-91
www.sony.com
SouthPeak Interactive 109, 133
www.southpeak.com
Square/EA 4-5, 102-103
www.squaresoft.com
Take 2 Interactive 115
www.take2games.com
Tecmo 36-37, 78
www.tecmoinc.com
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www.titus.com
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www.ugodirect.com
Vatical 129, 135, 145
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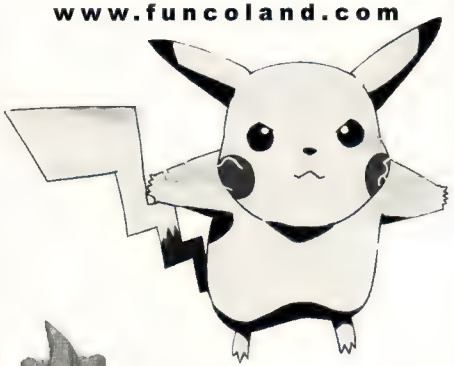
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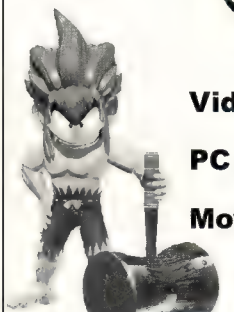
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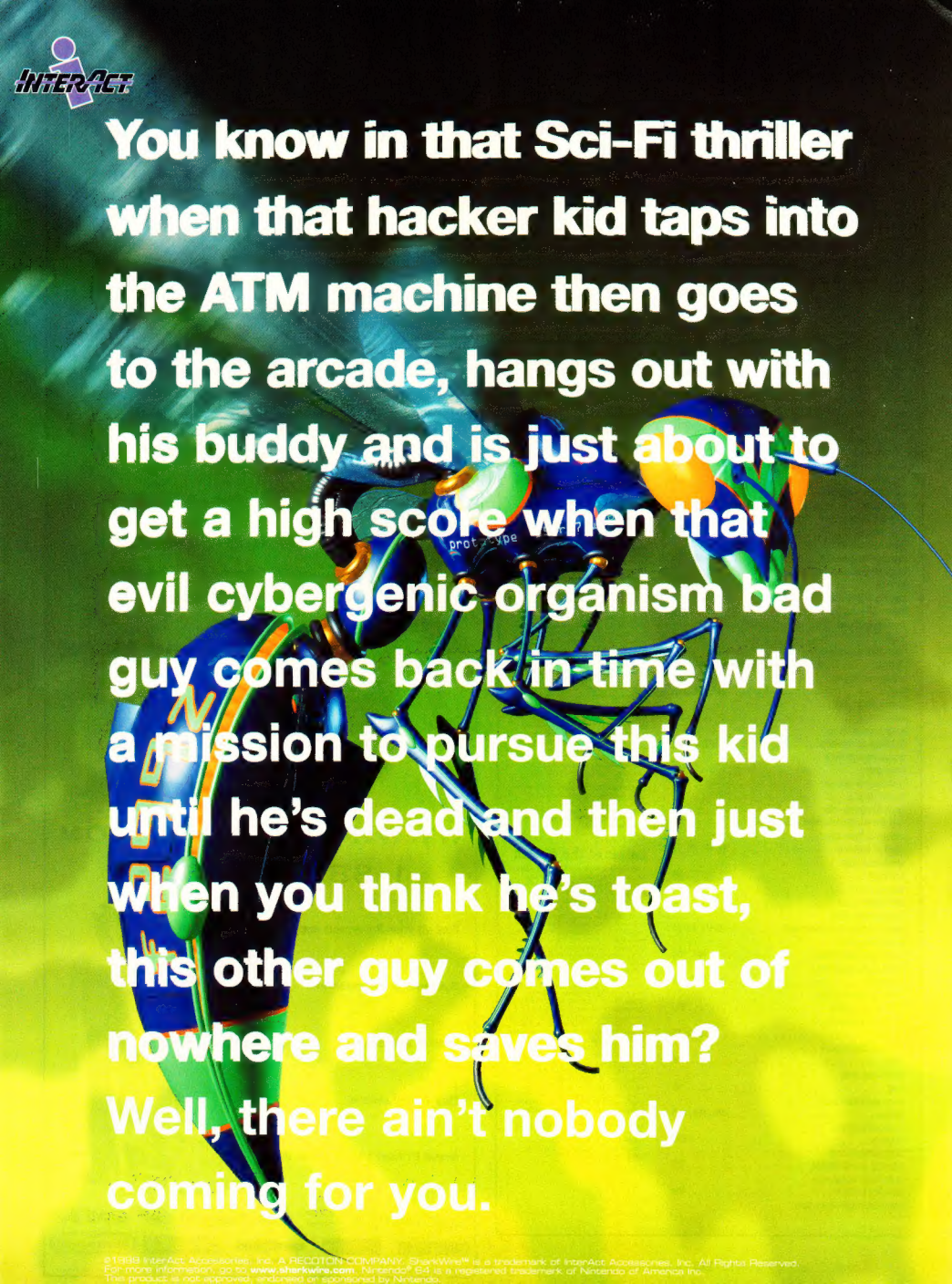


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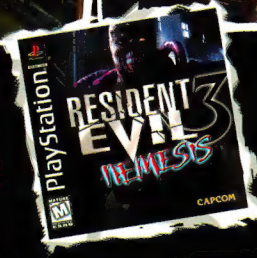
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